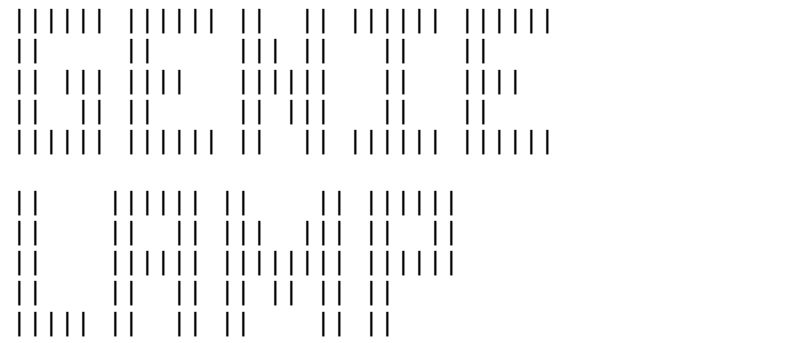

~ WELCOME TO GEnieLamp ST! ~

~ PERSPECTIVES - Richard Brown Speaks Out ~
~ CONNECTIONS - Father of xmodem ~
~ COMPUTERS AND INVESTING - Part III ~
~ Fractal Graphics on the Atari! ~
~ HOT FILES - in the ONLINE LIBRARY ~

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>>> WHAT'S HAPPENING IN THE ATARI ST ROUNDTABLE? <<<

~ January 1994 ~

FROM MY DESKTOP ..... [FRM]
Notes From The Editor.

DEALER VIEWPOINT ..... [DLR]
[*] Realization & Expectations.

COWTOONS! ..... [MOO]
Beef Futures.

ONLINE LIBRARY ..... [LIB]
[*] Files, Files, Files!

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Enhancing Aladdin via Geneva.

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Online Puzzle Fun!

HEY MISTER POSTMAN ..... [HEY]
Is That A Letter For Me?

HUMOR ONLINE ..... [HUM]
Port Definitions & Carols.

REFLECTIONS ..... [REF]
Thinking Online Communications.

PD_QUICKVIEW ..... [PDQ]
[*] Blitzschnell Defrager.

PD_QWICKPICK ..... [PDP]
[*] Fractal Generator.

COMPUTERS AND INVESTING . [CAI]
[*] Part III.

```
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 MINI_BYTE ............... [MIN]        FRACTAL GRAPHICS ........ [FRA]
  3 on 1: TLC Utilities.                 [*]Atari Fractal Mania.

                    LOG OFF ................. [LOG]
                     GEnieLamp Information.
```

[IDX]""

READING GEnieLamp """""""""""""""""""

GEnieLamp has incorporated a unique indexing system to help make reading the magazine easier. To utilize this system, load GEnieLamp into any ASCII word processor or text editor. In the index you will find the following example:

```
                  HUMOR ONLINE ............ [HUM]
                   [*]GEnie Fun & Games.
```

To read this article, set your find or search command to [HUM]. If you want to scan all of the articles, search for [EOA]. [EOF] will take you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO """""""""""""

To make it easy for you to respond to messages re-printed here in GEnieLamp, you will find all the information you need immediately following the message. For example:

```
                  (SMITH, CAT6, TOP1, MSG:58/M475)
      _____________|   _____|__  _|___    |____ |_____________
     |Name of sender   CATegory  TOPic    Msg.#   Page number|
```

In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

A message number that is enclosed by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. Example: Msg:{123}

TX2 FORMAT """""""""""

What are you missing when reading the ASCII version of GEnie Lamp? EXCITEMENT! Whenever you see a [*] in the index or in the article header, that indicates that the article contains TX2 graphics and/or pictures. To see the graphics, you will need the following files:

```
        LMP_340.LZH    GEnie Lamp in TX2 format.
        MINI_TX2.LZH   Mini-version of TX2 Viewer (File #20441).
```

ABOUT GEnie """""""""""

GEnie's monthly fee is $8.95 for which gives you up to four hours of non-prime time access to most GEnie services, such as software downloads, bulletin boards, GE Mail, an Internet gateway, multi-player games and chat lines, are allowed without charge. GEnie's non-prime time connect rate is $3.00. To sign up for GEnie service, call (with modem) 1-800-638-8369. Upon connection type HHH. Wait for the U#= prompt. Type: XTX99014,DIGIPUB and hit RETURN. The system will then prompt you for your information. Need more information? Call GEnie's

customer service line (voice) at 1-800-638-9636.
"""

////////////////////////////////////// GEnie_QWIK_QUOTE ////
/ "Alliteration is all an awesome author accesses to /
/ accentuate artistic Atari articles. Being bold, brave, /
/ and brilliant beats boring bickering, in my book. <rbg>" /
// DMJ ////

[EOA]
[FRM]//////////////////////////////
FROM MY DESKTOP /
//////////////////////////////
Notes From My Desktop
"""""""""""""""""""""""""

>>> TOP OF THE PAGE <<<
"""""""""""""""""""""""""""

~ By John E. Gniewkowski [GENIELAMP.ST] ~

WELCOME TO A NEW YEAR! I hope 1993 has treated everyone well and that
""""""""""""""""""""""""" 1994 will be even kinder to you. The previous year has been one with many surprises concerning Atari and a few disappointments. All in all, in the Gniewkowski household, the Atari system has seen expansion and improved utility in 1993. New and improved software has been added to the stable; AtariWorks, SpeedoGDOS, STraightFAX, and Storm all find a busy home on my hard drive.

The hardware has not been neglected - the year started out with a new Canon BJ-200 (to take advantage of SpeedoGDOS), a new Supra FAX 9600 baud modem, a 21 meg floptical drive and, towards the end of the year perhaps the best investment I have ever made in my Atari - an AlberTT card and 15" flatscreen Compudyne monitor. The extended resolution, colors and desktop real estate has increased my productivity and enjoyment of the system tenfold. If you can't afford one of the more expensive graphics cards, the AlberTT fills the bill.

The disappointments? Well, at first I was depressed when management seemingly turned their backs on us in favor of the Jaguar game system. Having had time to think about it I have come to the conclusion that it was something they had to do in order for the company to survive. Doing things half-cocked at this point, especially in the competitive video games market, would have insured the Jaguar's doom. We have seen the effects of superior technology coupled with inferior marketing strategy! Atari needs to concentrate on getting a hold of this market share, then integrating the consumer computer products into that user base (i.e. Atari should start packing Falcon flyers into the Jaguar boxes ASAP!) Although I agree that money will not be taken from the video games product coffers and given to the computer product division, I can't help but hope they have plans for some connection between the two in the household environment.

A direct effect of this concentration on the Jaguar, and another disappointment, is the state of our dealerships. I hope Atari Corporation is incorporating the tools of Total Quality Management and is actively

pursuing strategic and business planning sessions to find out what went wrong with the current dealership program and to improve it. These mostly "Mom and Pop" operations are our life line to the Atari computer system, and most, I fear, are really struggling through these meager times. Not to mention the distributors and developers like COMPO, Oregon Research Associates, Gribnif, the CodeHeads, Fast Technology and all the other people who bring, in my opinion, some of the finest computer software available to our homes. They all deserve our support and thanks for a job well done.

What's in store for the next year? I'm notoriously bad at predicting the future, so I won't. I'm cautiously optimistic (believe it or not) and hope for the best. There should be two New Year's resolutions I believe it wise to adopt:

- Evaluate your needs with a detached eye. Don't listen to the doomsayers - the grass always looks greener on the other side!

- SUPPORT THE SHAREWARE AUTHORS! No matter what country they may live in, which may place some minor inconvenience in the way of getting them their due. Products like IdeaList and Storm need to be compensated!

Here's something to think about, and a thanks I want to extend to all of GEnieLamp ST's readers. Practically every month we are the most read of all GEnieLamp magazines. For December we came in by a wide margin over the IBM, MAC, and Apple II versions. This reflects on the excellent group of people we have writing for GEnieLamp ST each month (with no pay and little thanks - "Thanks Guys!") and on the fine Atari community we have established on GEnie (with the help of Darlah and her excellent staff - "Thanks to you, too!") I know 1994 will turn out to be as rewarding as 1993 was to us here at the Lamp, thanks to YOU!

[EOA]
[HEY]////////////////////////////
HEY MISTER POSTMAN /
////////////////////////////
Is That Letter For Me?
""""""""""""""""""""""""""

By John E. Gniewkowski
[GENIELAMP.ST]

- o ATARI BB HOT SPOTS
- o ATARI ODDS & ENDS
- o HOT TOPICS
- o WHAT'S NEW
- o THROUGH THE GRAPEVINE
- o MESSAGE SPOTLIGHT

>>> ATARI BB HOT SPOTS <<<

[*] CAT26, TOP11, MSG{1}....Violence in Video Games
[*] CAT26, TOP4, MSG{1}.....Jaguar Game Suggestions
[*] CAT32, TOP31, MSG{107}..Heavy Hitting Computer Comparisons

>>> ATARI POT-POURRI <<<

~ This And That, ATARI! ~

Modem Noise

One thing that could be slowing down your transfers is line noise. With error correcting modems, when an error is detected, the modem tells the other one to resend the data. This will slow down the transfer. Also, the Supras have a tendancy to drop carrier if it gets to bad.

The indications you give (the modem switching down to a lower baud) suggest that you are getting hit by line noise. They will drop to a lower speed to help reduce the amount of errors since lower baud rates don't suffer as much from interference. The higher the baud, the more chance of getting line noise.

(R.WATSON15, CAT8, TOP18, MSG:143/M475)

Civilization on the Falcon

Civilization is now working on my Falcon!!! Unfortunatly there's more things wrong with the game than just the Falcon. Here's some things I did to get it working. 1. Look on your disks for the file SLAM2.BBM. This file must be renamed SLAM2.LBM. 2. The INSTALL.PRG, Don't use it. The version I have will either crash, quit without finishing or miss some of the files. Copy the disks to a folder on your hard drive yourself. When you get a 'Name conflict' press 'skip'. 3. Versions: I bought my game back in April and the files are all dated 3/11/93. When I bought my Falcon I got another version of the game with files dated 3/08/93, 3/11/93 and 3/23/93. Some files were missing on the other version. There should be 111 files to the game, not including the game save files: CIVIL?.* . 4. BACKWARD V2.23: Here is the setup I use.

Freq= 16 Mhz
Caches= Both
Tables= Kept
TOS Patches= On
Speaker= Off
Hard disk= Off
Blitters= 16 Mhz
Errors= ST mode
DMA Sound= Timer A
Memory= 1 Meg I don't reboot I use install. I hope this helps!

(M.WORLEY3, CAT9, TOP6, MSG:190/M475)

Keyboard Standards

Atari has defined the official command set for cut, paste and delete, and they are exactly the same as used in Windows (and, by an understanding of what key corresponds to the Atari control key on the Mac, the same as used on the Mac).

I had favored the Alt-key combination for quite some time, but not any longer. It makes a great deal of sense for a standard to be set and followed, no matter what the standard is. And the fact that I can use the same combination at the office and at home helps a great deal.

(A.FASOLDT, CAT14, TOP20, MSG:65/M475)

AtariWorks Data Base
""""""""""""""""""""

The AtariWorks Database is a "flat-file" database - like using a Rolodex or a box full of 3X5 cards. There really isn't any programming involved - just designating names for data fields in the order that you want to enter data and then pushing the fields around the form window until you get what you want to see. Calculated fields are the closest thing to programming that you can do in the AW DB.

You may be thinking of relational databases which are really programming languages for creating databases where fields in one database can affect fields in other databases that are linked to it. I, for one, am happy that Pradip did not choose to make the AW DB a relational one. What he has provided us is an easy to learn, very intuitive database with all the _necessary_ functions that the mythically average person will use. It works well as a standalone application and is an excellent support tool for the word processor.

(M.HEBERT1, CAT14, TOP20, MSG:71/M475)

Regarding the GDOS thing:
"""""""""""""""""""""""""

GET SPEEDO GDOS.

Font GDOS, or, for that matter, all other forms of GDOS are completely antiquated by Speedo GDOS, which brings true "PostScript" style bezier font technology to the Atari, with an incredibly simple set-up, and about 1,000 world class fonts on the way from BITSTREAM, one of the premier font foundries in the world, and the company that invented SPEEDO font technology (the "SPEEDO" in Speedo GDOS).

The advent of Speedo marks the long-awaited emergence of GDOS as a world class, IBM or Mac beating font system for the Atari computer. Nothing Adobe ATM or Windows TrueType technology offers is even a remote threat to Speedo as an obviously equivalent or superior system.

Speedo breathes new life into Atari in a big way. Finally, you can toss a printout on an executive's desk punched out on your DeskJet using Speedo that the business world won't begin to question as NOT being IBM or Mac in origin. Sure, you could do this with PageStream or Calamus all along, but now Atari Works, That's Write 3, WordFlair, and other GDOS programs can easily accomplish the same feat.

Plus, you get intense support: you can buy the WORD PERFECT SIX.O FONT PACK right now from any DOS dealer to boost the basic font selection that comes with purchasing Speedo by 50+ fonts for about $22.. I have more than 70 fonts online right now with Speedo GDOS.

That fact that Word Perfect supports SPEEDO font technology means Atarians have only great things to expect in the future. Compo Software has licensed the Bitstream Speedo font line, and will allow you to get just about anything you want, especially with regard to their fine product That's Write 3 which is a Speedo supporter.

BTW- I don't even have to load Speedo GDOS to enjoy Speedo font technology

within That's Write 3.1c: it directly supports Speedo internally - just like Word Perfect 6.

However, with Speedo GDOS installed, programs like Atari Works, WordFlair, and others are enjoying a sensational resurgence. Sensational means: you wonder if it's a word processor or PageStream (or Calamus). WYSIWYG on screen with instant redraws (like Calamus but a far cry from the slow redraws of PageStream) - even on the original 1040ST, and superb, FAST output.

To give you an idea about how big a deal Speedo is: as an owner of Calligrapher, now that I have Speedo, I have to say that I've shelved Calligrapher for That's Write 3 (and even Atari Works) because Speedo blows Calligrapher out of the water in terms of output quality on the DeskJet (I have the 500C) and offers a greater diversity of _much_ higher quality fonts.
(R.BROWN30, CAT4, TOP9, MSG:49/M475)

Another Viewpoint
"""""""""""""""""""

About your friend in Sunnyvale who went to the Good Guys ready to buy and left saying he would never buy a Jaguar. I strongly suggest you tell him to take another look. I know the salesmen at my local Good Guys now less than my 16 month old daughter about the Jag, and Cybermorph, though reported to be a great game after getting into it, does not really do the Jaguar justice. Have your friend go to see the Atari road show at Tanforan Park next Saturday in San Bruno (check Bob Brodie's round table monday for details). He may walk away a believer after seeing some of the other games, especially with a Jaguar not hooked up using one of the bad RF cables. Bob Brodie brought a Jaguar with some games to our user's group meeting yesterday and made believers out of everybody! I heard lots of wows, comments that Raiden looked better than the arcade version, and lots admiring comments about the fantastic 3D graphics of Crystal Galaxy. Though not everybody was interested in this shoot-em-up game, everybody was impressed by the stunning graphics, especially when Bob activated the cheat mode and made the screens really fly!

After spending a couple hours with Bob Brodie at our Users Group meeting, I honestly can say that this is not the old Atari we are used to. They are serious about the Jag and making it a success. I already had a Jag on order, but if I did not, I would have gone out and put one on order right after the meeting. You have to see the graphics in Crystal Galaxy to get an idea of what this cat can do. You may not like the game play, but you will love the s! And this is one of the first games. One can only imagine what will come in the future. After all, look what they can do on a PC, and the Jag has much more power. If you are in the SF area, check Bob Brodie's round table on Monday to see if he announces the hours of the demo at Tanforan Mall in San Bruno next Saturday the 11th. You can get a chance to see some of the upcoming games and not have a salesman showing his or her ignorance. Some info that came out of the meeting with Bob Brodie: The RF problem is fixed and all units going out have the new switchbox (might even be an auto switch box). If you have a bad cable, call Atari customer service and they will replace it. If you went out and bought another cable, you may be in for a pleasant surprise if Atari decides to do what they are thinking about - see Bob Brodie's round table on Monday night <grin>. Fixing the RF problem caused some delay in shipments but they are shipping again. There should be 36,000 units out by Christmas and the 50,000 out by year end. Other arcade companies other than Atari Games are showing interest in the Jag chip set. Retailers who originally said no to the Jaguar are calling Atari and changing their minds. Expect to see them in some major retailers soon - Sears and Montgomery Wards to start and more to follow. The game magazines

love the Jaguar. Look for the next issue of Die Hard Gamer (or something like that) for a spread on Jaguar games. Bob Brodie is headed to New York now to personally visit all of the retailers to fix their RF problem and do whatever PR is needed, and Atari reps will be personally visiting all SF area stores to do the same. Like I said, this does not sound like the old Atari we know. A big name educational software developer has signed on to evaluate the Jaguar. Though Bob could not mention the name, he said we would be very happy. Also, music companies are looking at the Jaguar as a way of selling Rock video CD's. And let's see if Bob mentions in his round table about any deals signed with Blockbuster Video. Bob talked about comments made about the RF switchbox. It is funny that if Atari had been as cheap as many consumers and salesmen have indicated, and actually used old RF boxes lying around warehouses instead of actually making one specifically for the Jag, they would not be having any problems! They tried to do things right and had a problem with the new boxes. Atari, on hearing about problems, checked into it, admitted the problem, and ifxed it right away! Atari looks like they are betting their future on this cat. From what I see, I am sure glad I bought 1,000 shares of Atari at 1 1/2 ! And to Bob Brodie for taking the time out of his busy schedule to spend Saturday afternoon at our user's group meeting, we really appreciate it! It was great. I especially appreciate the Lynx Lemmings you donated to the raffle that I won! I hope to get it back from my nephews some time so that I can try it.

(R.RE, CAT26, TOP2, MSG:110/M475)

MIDI SPY
"""""""""

Well, I guess I'm one of those 100 people. And I firmly agree that MIDI Spy is one of the best MIDI programs on any platform. I sincerely hope that ST Informer uses a highly favorable review article I recently submitted to them. It would probably be a good idea for articles to be published in Music Magazines as well. The only negative thing I may have said was that it is not a sequencer. Of course with new top secret stuff John is working on, I may have to change that statement, eventually.

John, are you considering a MIDI Spy demo at NAMM this year??

(M.SILVERSTE3, CAT32, TOP28, MSG:156/M475)

Alternate ST Graphics Boards
""""""""""""""""""""""""""""

Graphics cards work only with models that have a card slot (Mega STe and TT) or with the old Mega ST, which has an internal connection for a card. Yes, you are absolutely right; you can buy a PC for the cost of upgrading an ST. Whether this means anything, only the user can determine. You'd end up with a PC. I use a lot of PCs daily, and am in charge of 100 of them, and have no interest in replacing my ST and TT with a PC, especially now that my TT uses a graphics card.

Graphics cards vary in their quality. The lesser ones provide two additional resolutions from the standard ones, 800X600 and 1024X768, both with 16 colors. This is hardly adequate for graphics, but is fine for word processing. The better cards such as the Crazy Dots II allow up to 32,000 colors and up to 1600X1200 resolution, give or take a few pixels, and have accelerated displays. My CDII makes the TT faster than any of the Windows PCs I program for in the way it handles the display.

I don't know anything about sound cards for the Atari, since the STe and TT already have that built in. Before you buy a sound card for an older ST, you might reconsider a Mega STe, which offers stereo digital sound (and can play Windows WAV files, Amiga MOD files, and many other formats) and, of course, can take a graphics card. It also has a 16 MHz processor, instead of the ST's

8 MHz. (A.FASOLDT, CAT4, TOP10, MSG:84/M475)

Hard Drive Tutorial Yes, it pretty much straight foward. You can...
"""""""""""""""""""

1) Buy a case and SCSI drive and a longer cable. Add a header onto the cable and hook it into the internal drive (daisy chain them). Turn Dip #3 on, remove the terminating resistors from the first drive in the chain, change the SCSI number on the 2nd drive to 1, put it all together and then power it up. If everything went ok, you should now have 2 drives.

2) Buy an external case with drive and an ICD Link. Change the SCSI ID number of the external to 1 and power it up. Since you now have an ICD host Adapter, you can now use their GREAT software. You could then backup your drive, reset it up using the ICD software and trash the Atari HD software. Any ICD HA should work but is a little more work than the Link.

You can get an SCSI drive (Mac type) that has the case, power supply and drives pretty cheap. The type to get is one that has the SCSI type connector on the case (looks something like a printer connector). With option 1, you could then get a cable that has the SCSI connector on one end and the standard 50 pin drive connector on the other end.

This would allow you to use the drive on other systems. If you then get another computer, you could get an ICD Link and plug it straight into the extra drive without opening the case. Either way, get a case that has the SCSI connector on the back. This will help but, not necessary.

I am not sure about your reference to the SCSI and modem 2. Never heard of this before.

Dip #3 is related to multiple drives on the Atari HA. With it off, you can only have 1 drive connected and be recognized.

If the Classic Toadplus has seperate Host Adapter, then yes, it would mean a straight DMA connection (after you change the SCSI ID). You could of course remove the HA and use option 1.

There is no real recommended, advisable, etc. way. It's all up to what you want. Me, I would just buy an external drive and case and hook it into the internal host adapter. That will save you about $100.00.

You could then take $50 of that you saved and spend it on the ICD Pro software and dump the Atari software. You want regret it. The ICD Pro software allows you to run the ICD software on any Atari computer without the need of an ICD host adapter.

I have hooked up a second drive to the internal HA when I first got the MSTE to transfer data over to the internal drive so, I know it works.
(R.WATSON15, CAT4, TOP39, MSG:22/M475)

Accessing GEnie at 9600 If you are going to use GEnie at 9600, you might
"""""""""""""""""""""""" be better off using a regular terminal program (if you use Aladdin). With Aladdin, I didn't get 3 times the throughout on messages (did on transfers) but, it cost 3 times as much. I just finished my 1 month 2400 trial (was using 9600). At 2400 baud, I was on twice as

long but, it was $20.00 cheaper. If you do use a terminal program, you may benefit from 9600.

For transfers, I may switch to 9600 but, for messages, it looks like 2400 baud. I will not give up Aladdin as it does save me a LOT of time with replying to messages, etc., etc.

(R.WATSON15, CAT8, TOP4, MSG:48/M475)

Control Panel Questions
"""""""""""""""""""""""""

I seem to be having another kind of trouble with the 1.31 version of the Control Panel. Several of my CPX's don't seem to load at all, no matter what I do, and it looks rather as though the program sets a fairly low limit to the number it will load, unlike the earlier version which has a limit which the user can set. But this is not how I understood it to work. Do I have a bad download?

(C.NICHOLLS, CAT14, TOP27, MSG:60/M475)

>>>>> """""

The new XControl (>1.3) allocates slots dynamically rather than by a preset #. The one limitation to this new setup is that you cannot increase the # of CPX's by more than about 30% and reload CPX's without either rebooting or doing mulitple reloads.

I have no idea why some of your CPX's won't load at all unless they are machine specific or corrupt.

(B.SEMAAN, CAT14, TOP27, MSG:62/M475)

Thank You GEnie
"""""""""""""""

We love our Atari system. We bought it because of the price and the built-in MIDI ports, then went on to use it for DTP and everything else. Our small recording/publishing company runs on it. But it does get tiring when you mention Atari and people think you're using the game system to publish your books! And when there's no one to ask about problems. Thank God I got on GEnie and this board! I was really beginning to think we should just drop Atari and start over. The company itself was little help when we had problems with our Atari laser printer; it takes days to get in touch with them, and local dealers in NYC may sell some Atari products but know nothing about them.

(M.NAARAMIA, CAT12, TOP6, MSG:13/M475)

Disk based TOS
""""""""""""""

I'd much rather see TOS stay in ROMs. Quicker loading and much less vulnerable to virii and corruption. The cost of a new ROM set runs about $60 which is comparable to the cost of a new disk-loaded OS in the DOS world. (I don't count the DOS 6.2 upgrade.)

Most of the apps that break on newer TOS versions have 'broken the rules' in some way - not always, since sometimes the 'rules' weren't defined, but often.

On the other hand, most apps will run on lower versions of TOS, but not as well. TOS 1.04 improved a lot of the TOS code. 1.06 (1.62), 2.0x, 3.0x and 4.0x were major upgrades to handle new hardware capabilities. 2.0x and above also upgraded the desktop.

I think, all in all, TOS has shown a remarkable stability. (Unfortunately this stability seems to include screwing up the rts/cts handling on the Modem1 port. <g>)

The fact that TOS can be patched via auto folder prgs is often overlooked and is a real plus. John Townsend uploaded a file (I forget what it is called - sorry) listing the various patches required (very few) and recommended for each TOS version.

TOS 1.00 had problems. That is why it was followed quickly by 1.02. Really one should be using a minimum of 1.04. Running TOS 1.00 is like using MSDOS 2.0 in the DOS world. For $60 and some manual dexterity the upgrade is easy and well worth it.

(MIKE-ALLEN, CAT14, TOP35, MSG:61/M475)

>>>>> """"" If the roms were done in a "white room" (I think that's right. It's eitherwhite or black - I can never remember) invironment (no outside access to theactual rom code) then the clone has to be designed on a strict"stimulus/response" basis. In other words it has to act just like a mac romfor a given stimulus. What it does on the inside is irrelevant as long as itresponds correctly. This is what NEC did for their V series 808x clones.

Now if Apple does nasty, undocumented, things like software timing loops or check-sum verification of the rom then things get more difficult. I think Dave Small is finding that system 7 does some things to verify that it is really running on a Mac.

A properly done clone should be indistinguishable from the real thing to the outside world. "By-the-book" programs (those which follow Apple guidelines) should have far fewer problems than those which "cheat."

A good analogy in the ST world would be those programs which break under higher tos versions because they "broke the rules" for some reason or another. They work fine on say, tos 1.04, but break on tos 2.06. Had the rules been followed they would have worked on 2.06

(MIKE-ALLEN, CAT4, TOP44, MSG:126/M475)

And I use... """""""""""" I am currently sitting here with a 486 SX toshiba 1900 at my side, and am using Mega STE to send this message. The Lap top was provided by the company I work for, It is used to upload and download calibration information to the medical equipment that I take care of, the unit came with dos 6 and windows, microsoft works, wp 6.0 etc, I also have loaded several games onto it as well, including Eye of the Beholder. Although the lap top is my official work computer it is used only about 1% of my leisuer time and maybe 50% of my work time.

I work professionaly with Dec Microvaxes, and Sun stations which are used to control the real computing power in the propritary image processing medical equipment, so I am no stranger to multiple opperating systems.

The long and short of it is I like my Atari Computers and whenever possible use my Atari computers over the toshiba lap top.

Even for many of my work related functions I can load Michtrons 220 ST program to make the ST act like a VT 220 terminal and cake care of most problems over the phonelines, since the ST keyboard is almost Identical to a VT 220 terminal every key is where it should be. Admittidly if a laptop keyboard was laid out like a VT220 I might use it more.

A pc with windows may have the power and the speed :^) it just dosn't fill my needs. (A.PETRIE1, CAT18, TOP22, MSG:79/M475)

Had Drive Problems What are the symptoms of the ground spring problem?
"""""""""""""""""" (K.VANDELLEN, CAT30, TOP3, MSG:198/M475)

>>>>> Sporadic crashes, bootup crashes, nothing working right at odd
""""" times, very intermittent. The spring problem causes the internal IDE drive to have a flaky ground. The flakey ground wreaks havoc with the HD's powerdown mechanism (these HDs were made for laptops) and results in random powerdowns (sometimes for less than 1/2 second or so). You know what powering down the drive in the middle of an access can do to a file, right? So effectively, more & more of your software gets damaged until almost NOTHING seems to work right. I've seen 4 Falcons with that problem so far. Seems there is a bad batch. Fortunately it is VERY easy to cure. Just move the little ground spring to its proper location, then re-partition the drive and reinstall all of the software from the floppy masters. (PG.MUSIC, CAT30, TOP3, MSG:199/M475)

Storm Appreciation I want to say thank you for Storm! It is the program
"""""""""""""""""" I have been looking for since the last update to Flash (the original, not Flash 2).

My system consists of a Mega 4 running ICD harddrive software and a pile of ACC, AUTO and patch programs and I have had absolutely no problems since I moved up to Storm version 1.02 this weekend. Only one problem popped up after the conversion: seems the STORM.INI file lost info about strip high bit settings from the dialer editor. A simple resaving of the INI file fixed the problem. One small anoyance I noticed. If I have a serial setup saved in an INI file for a BBS, Storm will revert to the saved setup when dialing that BBS even if I have changed the setting in the Edit Dial dialog. The only solution I have found is to make the changes and save them each time I need to switch (for example from 7E1 to 8N2 on the serial port). I use different settings depending on what I plan to do while online and what network I dial through.

One other thing: Storm really does MultiTask even without MultiTOS!

After reading the documentation about how Storm could multitask, I thought I would push it to see what it could do. During a B Protocal download, I used UIS III to format a floppy. Worked perfectly! The format went a little slower than usual, but the download streamed on. Then I used the Chameleon ACC loader to load and dump several ACCs. Each came up and ran, then unloaded successfully. I was majorly impressed!

My shareware payment is on the way! One thing for those wanting to register in Canadien funds: your local US Post Office will sell you a money order in Canadian Dollars (for an extreemely reasonable fee) which can be cashed on the spot in Canada (no multi week wait!).

One final compliment to Alan: for the first time since I have had an ST, Flash 1.6 has been erased from my hard disk. No other telecomm software _ever_ got me to do that.
(M.KELLING2, CAT8, TOP2, MSG:95/M475)

Easter Eggs I discovered this a while ago but it slipped my mind until I
""""""""""" was testing mymemory editor. If you have TOS 1.62 check out memory locations 0xE10526,0xE114E0, and 0xE134D4. As you may note these location are in the ROM's...

"Dave StaUgas Loves Bea Hablig"
"JIM LOVES JENEANE"

... I assume these are undocumented system calls??? <eg>

I was shocked to say the least when I ran across these little 'gems' while romping through the ROMs. Has anybody run across similar messages in other TOS versions? (E.MONACO, CAT3, TOP11, MSG:138/M475)

Get it while you can
""""""""""""""""""""

A Christmas mailing from Migraph reveals that they aren't going to renew their liscense for the OCR engine for 1994. Therefore, they are having a clearance sale of OCR for about $130.00

Are you existing users of OCR pretty well satisfied with the product? I'm considering purchasing it. I've read thru the archives of this topic and early enthusiasm was high. How does the program hold up over time?

BTW - The flyer states that Migraph will continue to support and upgrade existing OCR owners.
(GRMEYER, CAT5, TOP10, MSG:9/M475)

Sage Advice
"""""""""""

If you are getting "Data on Drive ___ May Be Damaged" errors, then I *strongly* suggest that you:

(a) do a **FILE** backup (**NOT AN IMAGE BACKUP**) of every file on the affected partition.

(b) use ST-TOOLS or some other program to analyze the disk looking for lost chains, orphan sectors (those are actually two terms for the same thing), cross-linked files, wrong-length files, mangled directories, etc.

(c) if you can't do (b), then reformat the partition.

In fact, if you are hitting these errors on ANY partition, it wouldn't be at all a bad idea to go through this procedure on EVERY partition.

You'll note in (a) I emphasized rather strongly that you don't want an image backup. Image backups are the next best thing to dropping your hard disk on your foot.

The only real use I can see for an image backup is if you have software which stores data on your hard drive WITHOUT putting it in files. But this behavior should be regarded as a fatal defect... preferably in the programmer who wrote it. (DAEDWARDS, CAT14, TOP4, MSG:20/M475)

Canadian Portfolio Service
""""""""""""""""""""""""""

Does anyone know of a reputable service center that does repairs on Atari Portfolios? Canadian dealer in Montreal, Quebec city, Ottawa or Toronto is what I'm looking for. This information is for a friend and he doesn't want to deal with cross boarder shipping.
(J.BRENNER1, CAT14, TOP5, MSG:96/M475)

>>>>>
"""""

I asked the same question in the Portfolio RT about a month ago, and apparently there's no such thing as repairs on Portfolios.

The only option is to send it to Sunnyvale for a replacement ($110). If someone from Atari steps in to correct me on this, I'll be pleased - I still have a dead Port here that I haven't sent in yet.
(G.FUHRMAN, CAT14, TOP5, MSG:97/M475)

>>>>> The only place that I know of to have service done on a Portfolio
""""" is through the Atari repair/replacement program. Most dealers and service centers are not set up to handle servicing of surface mount devices. (D.MCNAMEE, CAT14, TOP5, MSG:98/M475)

Change of Heart """""""""""""""" Incredible Universe in Dallas says they recieved 78 Jaguars today. They put 2 on display at noon, sold 24 in 6 hours (with no advertising), and shipped 26 each to he Arlington, TX. and Portland, OR. stores.

They are taking back all the bad things they have been saying about Atari.
(J.BATTEY1, CAT26, TOP2, MSG:126/M475)

Switch Boxes """""""""""""" I have a TT with both SVGA and moniterm monitors. I use the moniterm most of the time, but from time to time need the SVGA. I got tired of walking behind my TT to switch them each time. So, I bought a switch box.

When I ordered the switch box, I needed a cable to go from the TT to the switch box. This cable needed to be a 15-pin male to male. The one that came with the switch box had pin #9 missing? I guess on the IBM they don't use this pin #9. Only problem is that the TT DOES!! It uses for the monochrome detect. Needless to say, It did me no good with the TT. All the local stores all had cables with pin #9 missing!! I was able to get one from another company.

Once I hooked up this box my display had some problems. On the SVGA I had 1/8" shadows next to any text/graphics. On the moniterm I had a white line about 1" in from the right side of the picture. Also, when I did a cold/warm boot I would get snow (until the system would come back), which I never got before.

The only thing I could think was that the length was too long for the signal. So, I cut about 3 feet from the cable that goes from the TT to the switch. Now the shadows all all but gone from the SVGA. You can't even notice them unless you are looking very hard for them. On the moniterm the line is much less visible. And, I don't get the snow I was getting before.

Maybe this will help anyone else thinking of doing the same thing with your system.

If anyone wants the vendors I got the switch box or cable from, leave me e- mail here on GEnie.
(J.FOUCH, CAT4, TOP25, MSG:62/M475)

Atari & Jerry Pournell """""""""""""""""""""""" Did anybody catch Jerry Pournell's November BYTE column? He mentions Dt. T's Music Software and notes, "Atari and Amiga don't seem able to move back into the mainstream of the computer revolution, but each has captured a pretty good niche. At the moment, Atari pretty well owns the popular music field, with Amiga its only serious rival. That could change as high-end PCompatibles move to

multimedia, but so far it hasn't."

He has Dr. T's in the 'For More Inforamtion' section and says, "...makes music software that's as good as anything for Amiga and Atari systems. There's a complete composer environment that records, edits, transcribes, and prints, and a MIDI recording studio package for the Atari that's good."

Hmm, Jerry is _still_ giving press to Atari! What a prince!
(GENIELAMP.ST, CAT12, TOP7, MSG:33/M475)

>>> HOT TOPICS <<<

~ Too Hot To Handle, Almost ~

Informer II

I have spoken with Dick and I don't know what the problem is. It might have to do with lack of money or lack of new sales which isn't happening and this may be causing the delay in getting the new upgrade of 3.1. I myself have it and it runs quite nicely. There are still some minor bugs that he is trying to finish with and it may be taking him much longer to finish it than he had expected. I hope the reason is the latter. He wants a good product to go out because this may be the last upgrade he will send out as far as he knows. If I were any of you, I would call him up and talk with him directly and go from there. The last I talked with him was two weeks ago. He mentioned that his sales for the IBM wasn't picking up well either and he was looking for a good distributor and hadn't found one that could do the job yet. He also realizes that perhaps his prices are too high because the competition is much lower and better in many ways.

Then to top that off, if money is the problem and the money hasn't rolled in as he expected, he is probably unable to mail the new upgrades. I don't know. If any of you want me to call him up and ask him questions. Tell me the questions you would like to know and I can get the answers for you. If you would rather E-mail me the questions, that would be fine.

I am sure Dick means well, but this is unlike him to do this. I am afraid the answers I find may not be so good. In other words, I wouldn't keep my hopes up. This upgrade that is forthcoming may be the last one for good. If anyone objects to what I am saying, you are welcome to tell me. Just like anyone, I want a good program with good support and continuing upgrades, but if the money and sales don't go up, then it just may be a goner, at least at this time, yes. If sales would go up for new ATARI sales, then the support could likely come back, but who knows with what h news we have seen lately on sales on the ATARI platform for computers.

I don't mean to sound bad, but sometimes the truth hurts and it might as well be told rather than find out later at the wrong time.

I know some of you really had hopes on this package to be developed well and even had business that depended on it. You're not alone in this and I suppose some tough decisions will have to be made regarding the Informer package. I can tell you that the 3.1 upgrade works quite nicely and can go back and forth with the PC. I was very impressed with the upgrade. That is the best I can come up with.

If anyone out there can talk to Dick and find out what is really happening other than me calling him and find out different news for the better, I would be glad to hear it.
(G.ROUSH, CAT6, TOP4, MSG:85/M475)

Electronic Gaming Magazine
""""""""""""""""""""""""""""

Let me restate EGM has the largest circulation of the video games magazines. There are some things I don't like about them, but they are generally acknowledged as the leader in their industry. EGM built their sales on having the most and best screen shots of any leading magazine. I think Atari is taking a risk by telling them how to produce their reviews. Especially since Nintendo and Sega don't seem to have any problems with providing the infamous black-box. I heard something about there being bad blood between Steve Harris and Atari, but why provide fodder for them to rip at? I don't know what the exact truth is, but Atari came off looking like rank amateurs, and worst, dishonest.
(L.FULGENZI, CAT26, TOP3, MSG:87/M475)

Freeze Dried Terminal
"""""""""""""""""""""

For what it is worth and it is your choice on wheither to believe it or not. I found this on a local BBS. It is here in it's complete un-edited form.

Start of message

Date: 11-30-93 (10:56) Message Number: 67 (68 of 100)
To: Kim Andersen Ref #: 0
From: J Gerber @Fnet 72 Read: Public Subject: Aaron Hopkins & FZT Conference: er / AtariNET

"KA: Don't misunderstand me. I have nothing against Aaron at all. I was just
"KA: one of those in Europe that tried to get some answer when people
"KA: started alot of rumors against Aaron... I was only seaking the real
"KA: story of his "dissapearing". I'm not one of the bad guys.

Sorry about that, I must have been in a bad mood the day I typed my response. I was ticked off at Aaron until I heard the facts of the matter. There was a complete dissection of his practices a couple of years ago, in which I threatened to take the situation to the Postmaster's office.

Aaron responded with my key and many others after that until his hard drive crashed and he lost the names he had entered. The flames began almost immediately and it was only little by little that the truth came out. He was then a 16-year old kid who had absolutely no business experience and the friends he had working with him were all in the same age range. Aaron got so caught up in the misery of a popular shareware program, that his grades suffered and his parents grounded his use of the computer until they came up. As a parent of two, I can appreciate their position.

I thought the matter had been cleared up until this latest rash of people bitching about Aaron again cropped up and I entered my response, not just to you, but all the complainers. In the FIDO Atari_ST conference, Aaron has again cropped up, stated that he is making food on

all outstanding keys and will shortly be releasing version 2.30 of FreezeDried. Not the version 3.0 he was hoping to finish this summer but at least it is an update. I'm looking forward to seeing what it contains.
 # Origin: FNET #72: STEP BBS --- FiFo V2.1o [JetMail 0.95beta]
 * Origin: * Z*Net -AEO FNET/ANET Gateway (New Jersey) - AtariNet 51:1/13.0 (51:1/13.72)
(J.WISNIEWSK2, CAT8, TOP6, MSG:193/M475)

Jag vs 3DO
""""""""""

I have an honest question for those of you here in 'Atari fanatic central.' If you are all agreed that the Jaguar is much more powerful than the 3DO, more affordable (not a tough argument to defend) than the 3DO, and is an all around better piece of equipment than the 3DO, then why are you all so anxious to slag the 3DO whenever someone says something positive about it?

I know I'll get roasted alive for saying this, but one would think you folks are afraid of something...

Bottom line is, the Jaguar is priced for the mass market, and Atari, unless it does something really stupid, ought to sell a ton of them. The 3DO is going to be, at least in the short term, an elitist toy. I'll wager that within 6 months, everyone who has the cash to buy a 3DO will buy a Jaguar to go along with it.

I honestly don't see the two units in a head to head competition for gaming dollars. I see the Jag faced off against the SNES and Gennie. Yeah, it is 1000 times more powerful, but the SNES and Gennie are dirt cheap, have a zillion titles available, and can be rented at any neighborhood video store.

You, of all people, should know that the best hardware doesn't always win, or else I'd be typing this on an ST, not an Intel machine. The 3DO is a wad of spit in the ocean, and frankly at this point, so is the Jaguar. You folks ought to be preaching to the zomboids that follow the big N, getting them to throw down their Super Sonic Mario Madden games, and picking up a Jaguar for some real power gaming.

Bringing all your cumulative forces to bear on the paltry 3DO marketshare seems to me to be like swatting a fly with a wrecking ball.

Now, just so ya know, I own a Jaguar and a 3DO and a SNES and a Sega w/CD and a TurboDuo and three ms-dos machines. Oh, and a Lynx. I game on them all. I bought the 3DO because I want to break out of the 'upgrade your pc to run the newest software every 2 years' rut, and I know the Spectrum Holobyte, Origin, Dynamix, and other computer game companies were developing for that machine. I bought the Jaguar because, hey, its a 64 bit machine for the cost of a good dinner and overnight room for 1 night in NYC! <g>

I've played the stuffings out of CyberMorph and Crash N Burn. Both are excellent, but very different, games, and both blow away anything that I've ever played on the SNES/Gennie/DUO machines (surprise, right?).

Call me an idealist, but I can picture a world where both the Jaguar and the 3DO can carve out market shares for themselves, and co-exist peacefully. Both Atari and the 3DO consortium seem to be more open minded and less censorship prone than Sega and Nintendo, and both can provide lots of excellent gaming for the older players...

Well, a bit long winded tonight, aren't I? I just hate to see all you people, who passionately want to see the Jag do well and see Atari become a power player again, wasting so much ammo on such a small target. The 3DO is NOT, NO WAY, going to be the Jag's undoing in the next year. The very concept is ludicrous. The only thing that can stop the Jag is Atari, and from all indications I've been getting (and I'm a very anti-Atari person) they've really and truly changed their tune this time.

Someone on the Scorpia RT pointed out to me that I once swore I'd never buy another Atari product. Well, time heals all wounds, and I did. Thus far, I haven't regretted that decision. Happy gaming to you all, whatever platform(s) you choose to use.

(PAS.JPD, CAT26, TOP2, MSG:116/M475)

Why Choose Atari? There is much passion here about each persons' """""""""""""""""" systems. But, doen't this sound like "my mom is better than yours" syndome. <g> We could go on for hours trying to figure out which is better. And, I could add a few things of my own, but I am not going to. It is because even if I was right or wrong (if there was such a thing), there was no way in the world I would be able to change anyone's mind, who did not want to be changed.

To us, the Atari is the best system in the world. Who cares about compatability (spell?) is we have all the software we need. Who cares about that Fastest benchmark, if it is fast enough for us. Who cares about a million users, because they are not in our homes using the computer.

I have looked long and hard at my computer choice this time. Am I buying a Falcon because I am stuck in this world of Atari, stubborn, and out to prove a point. Should I jump on the bandwagon and just use a PC? Well, after using both, and owning both the Atari 1040st and a 486. I realized why I am still with Atari Computers. It has nothing to do with Software, Compatibility, Popularity, Perfomance or anything else. I just enjoy my Atari Better. And many people really enjoy the Clones better,

I think it's time for us to start talking about our computers for the reason we stick with it. It's FUN for us. And, I am sure there are many DOS users who choose the PC, just to fit in. Not because they Like it, but because everybody else has one. Maybe they need to rethink the reason they have a computer. If they plan to through it accross the room, every day, then maybe it is time for them to change.

We might attract more Atari users to our little home, if we tell them the REAL reason why we still use this so called 'game machine', instead of comparing it to somthing we simply do not enjoy. If you do not enjoy your Atari, than maybe it is time for you to rethink your reason for owning this computer.

(V.VALENTI, CAT 30, TOP6, MSG:56/M475)

>>>>> Well, this is the "Atari systems vs Other systems" topic, isn't """"" it? Then I think this is a perfectly reasonable place to discuss the issue. You don't have to read this topic if you don't like it. Hell, you can even pretend that PC's don't exist if it makes you sleep better at night.

Do I wish that the world were different, and that it was Atari and

compatible machines on desktops instead of PC's? You bet I do (especially after the fun I've had for the last two days installing OS/2 [maniacal laugh]). Believe me, I've done my part, buying six Atari systems in the last decade, and upgrading them regularly. But I (and my fellow users) couldn't do it alone; we needed Atari's help. And they dropped the ball.

Atari was like the rich kid who becomes a drug addict and wastes his/her life away. They had every advantage, every opportunity; superior hardware, a more powerful operating system, and a better price. But they whittled away their fortune and let the poor kid (the PC platform) grow stronger, overcome big obstacles (a lousy OS, stupid hardware limitations), and take over the market. I can't have any sympathy for them. They were the victims of their own stupidity.

So do I now loath the Atari market? Not at all. I'll always be an Atari supporter, no matter what happens. Does this mean I have to hide from new technologies that offer me more power and productivity? Do I have to bury my head in the sand, swearing over and over that Atari has the best computer ever made, and other platforms suck because they're popular? I refuse. Sorry if some of you don't like it.

(S.DANUSER, CAT18, TOP22, MSG:73/M475)

>>>>> I find it amazing that the ST can still compete with the other
""""" formats even though the basic stucture is almost a decade old. Especially with my main applications, music and telecomm. 'Keyboard' magazine rated the Atari version of Cubase as probably the best sequencer on any format.

For a machine that runs at 8 Mzh, that is fairly miraculous. And I still thing that alot of the game graphics are better than my friends 386 clone. I also like the scrolling better.

My beef with the IBM format goes beyond the shortfalls of the machine and software, which I think are many. I *despise* Microsoft. Pure and simple. They release a faulty product (take your pick), let industrious programmers figure out how to fix the program, or comeup with unique programs (Stacker) and then MS copies the program and SELLS it as an upgrade, which usually has a devastating impact on the companies that really did the work (Stacker).

Plus I think that it is totally unacceptable that they release a product with a poor manual and then sell a usable manual instead of properly documenting the product.

To get nasty about it, I think that Bill Gates is trying to make up for the fact that he was a total computer geek in high school with little to no luck in the social department (girls). Now he measures his own self worth in money and power, a sickness that he shares with many others, especially those who did well in the 80's (Trump, Keating, etc).

Atari is different because they are clueless, not malicious. And the Falcon is a good buy if one is going to engage in hard-disk recording, much cheaper than tricking out a Mac. But for people who aren't going to use that feature it seems overpriced. Atari should do sonme aggresive price cutting and marking, but we all know that Marketing is not a word in their vocabulary.

I gotta stop beating around the bush and learn to say what I really

feel.
(KING1, CAT18, TOP22, MSG:121/M475)

>>>>> Regarding waiting for TT's vs. dealing with anything DOS sub
""""" 486/66: as a TT user with a toy 386/33 on loan to run a simple laser show as a special effect for a sci-fi movie I'm producing, I'd never begin to consider replacing the TT with a DOS machine, that is, unless I had $6,000 - $20,000 to burn. At about $6,000, the DOS environment begins to look equal or superior to Atari. But without all the super pricey custom boards and software like Autodesk, everything else DOS is still a yawn. I will admit to being impressed with a $20K and a $32K IBM system heavily dedicated to tasks we don't do on Ataris...

It's just that 95% of the users out there don't need such monsters.
(R.BROWN30, CAT28, TOP2, MSG:18/M475)

No Blue Ridge Fest? """""""""""""""""""" Our annual Blue Ridge AtariFest is typically scheduled for either the next-to-last or the last full weekend in July. At this point, however, we are NOT yet ready to make a firm committment to a 1994 version of the show because of Atari's lack of committment to their personal computer systems. At the present time, Atari is completely engrossed with attempting to return to their glory days as a home entertainment company with the Jaguar -- essentially a high-tech 1993 version of their original 2600 home game machine. Typical of Atari's one-track-mindedness, this new love affair with the home game market has pushed everything personal computer related onto the back burner. Virtually every product in Atari's personal computer lineup has been discontinued except for the Falcon. Butalthough the Falcon is still available, Atari is providing absolutely no advertising or dealer co-op funding for marketing efforts. They have also terminated all dealer warranty service support programs as well as discontinuing their program of providing subcomponent exchange parts for sale to dealers for older Atari systems. Until such time as we can be assured that there will actually be an Atari personal computer lineup for 1994, we cannot make any committment to a 1994 Blue Ridge AtariFest. At the present time, that committment from Atari does not appear to exist.
(S.WINICK, CAT11, TOP10, MSG:1/M475)

>>>>> Sure, feel free to use my comments as you wish in your promo
""""" materials. ;-]

Now, as for a 1994 edition of the Blue Ridge AtariFest..... the ball is in Atari's court. We'll have to see what, if anything, they choose to do with it. Hopefully they'll be able to tear themselves away from the Jaguar games long enough to realize that there is still quite a market for personal computers.
(S.WINICK, CAT11, TOP10, MSG:30/M475)

Video Game Violence """""""""""""""""""" Very interesting topic.... thanks, Albert. Let me begin by saying that I am _not_ a game player. I have purchased lots of computer games for my kids to use on the old ST and a number of video games for our Nintendo. I screen those games very carefully but can't always know what my youngest is playing at a friend's house. I guess that qualifies me as a 'partially lame' parent :-)

I also wear another hat... that of educator. I can tell you unequivocally that most of the violence I see in my schoolyard is

emulation of media influences (TV, music video and cinema). It is very obvious that kids imitate the 'moves' they see when being passively entertained. Very few of my 'violent' students come from violent families.

Consider the power of video games: their interactive nature combined with the increasing 'reality' of this medium provides a most significant impact on the psyche or impressionable children.

Think about it... we use interactive methods in educational software to provide effective training. The software is specially designed to appeal to the students through the stimuli of color, sound and action. Children are naturally drawn to participate and internalize. This is the foundation of the entire "learning through play" philosophy in our current educational system.

The same children go home and turn on their home 'educational' systems - video games. Same media, same stimuli, same effects. Many of those games are entertaining, harmless and, may even be educational. OTOH there are some very violent games that have the same potential to shape behaviour as the good ones.

As much as anyone else, I believe in personal freedoms. I also believe that children need to be carefully nurtured. They need to be supervised and kept out of harm's way. When they are not, they are hurt. Then the problem falls to others to remedy. That violates _our_ personal freedoms.

How would you feel about this issue if you found your son or daughter deeply enthralled in a pornographic video game? or one that advocated terrorism? or one that espoused anti-patriotic beliefs? I am sure we could add to the list.

My point is simply that children need supervision and when that is not provided, many problems result. Isn't that pretty obvious?

(ST.LOU, CAT26, TOP11, MSG:12/M475)

The Jaguar Registration Card

One thing that really burned me up, is the Jaguar registration card. The last question on the card asks for what other computers and/or game consoles do you own. Atari listed almost every computer platform out there (IBM/clone, Apple Mac, Amiga, ...), all EXCEPT the ATARI platform! No ST, STE, TT, Falcon, not even the 8-bit. In fact the only Atari choice was the Lynx. Really! I have two SNES cartridges, and even their registration cards listed the Atari ST platform when it asked the same question. But not Atari. Ugh!

(L.TRAPANI, CAT26, TOP2, MSG:112/M475)

Falcon Speed Misunderstandings

You don't know what you're talking about.

Falcons were not out 'way before' before Falcon Speed; in fact, we worked with several Falcon prototypes, and Falcon Speed was in production before the first Falcon shipped.

Falcon Speed, although designed 'ONLY' for the Falcon, is based upon AT Speed, our emulator for ST and STe computers. AT Speed completely supports the RS232 port, and similar support is in Falcon Speed.

In suggesting that we write a driver similar to FPATCH you're underestimating the complexity and amount of work involved first in

creating Falcon Speed and second in making such a hardware correction via software. FPATCH is a TOS patch; Falcon Speed is not a TOS product.

COMPO does not 'only distribute Falcon Speed in the USA.' Falcon Speed is a product of SACK and COMPO. In simple terms, Falcon Speed was created by SACK for COMPO, who distributes and supports it worldwide. I've worked closely with SACK for many years, and your comment belittles the great amount of work we've put into Falcon Speed.

I completely agree with you that blame shifting helps none of us, and I apologize if my comments have been perceived that way. For the record, Falcon Speed has specific support for the serial port. However, changes in the serial port's physical implementation have introduced incompatibilties. Falcon Speed is one of several products that have been affected by this. This is an explanation; please don't read anything more into it. (To place blame would be irresponsible; this is computer development and constant change comes with the territory).

The case is still open on this one, folks. We are continuing to examine it, and if we can fix the serial port through software, we will.

Our policy is still that if you aren't happy with Falcon Speed, you can return it for a refund.

FYI, there will be a software update to Falcon Speed in 1994.

Mr. Hornig, if you have any problems with COMPO Software, would you please address them to me. I will be honest with you and do everything I can to see that you are happy with our products.
(COMPO, CAT30, TOP7, MSG:13/M475)

>>>>> Perhaps a more detailed explanation is in order.
""""" My understanding is the situation is this: The Falcon's serial port is incomplete. I've been told by technicians that the hardware port isn't even completely wired in. In general, because DOS term software is trying to write to the hardware directly, Falcon Speed must redirect, and to a certain extent translate, communications. This is what AT Speed does (successfully), and what Falcon Speed does (unsuccessfully).

Most DOS term software opens the port with a 'paper out' signal, then waits for a response. The software sends the signal, Falcon Speed sends it to the actual port, but the port simply doesn't recognize the signal. Falcon Speed, DOS, and your software all wait for a return signal that isn't going to come.

So you see, its like we have software that sends 100 commands but a serial port that only supports 50 of them. We could do something like this: have Falcon Speed intercept all serial communication, analyze it, and then either redirect it to the serial port or fake the communications ourselves. This is impractical because although it might work, the overhead would more or less cripple communications, limiting you to ridiculously slow comm speeds.

FPatch fixes an initialization bug, but we're facing a much larger problem. If we were writing a terminal program, we could just change the way we handle the port, but you understand that in our case it isn't that easy, especially if you want to really use the serial port, at speeds of 9600 baud or faster (a realistic expectation).

I'm not a programmer, so I don't know what's really possible. These comm problems are most disconcerting, and we'd like to see it fixed more than anyone. As we continue to develop the hardware and software, we are examining ways of making the Falcon's serial port and DOS term software compatible. At this time, we haven't found any realistic options, but like I've said, we aren't going to give up on it.

I assure you that as things develop, I will let you all know. Any comments or suggestions are appreciated.

(COMPO, CAT30, TOP7, MSG:15/M475)

Pirates Abound
""""""""""""""

Here's my latest experience in what some people will stoop to...

My friend, Lou, just bought a used Amiga 2000 with LOADS of software (and I do mean L O A D S).

He is about as computer literate as a recently retired abacus-user I once met...(for example, he thought a hard drive was one of the 3.5" diskettes vs. a 5.25" disk...and the list goes on)

He grabs me at work because he can't get his computer to work, and he doesn't have manuals for any of his software (alarms go off in my head when I hear "no manuals", but Lou has no clue).

I show up at his house, turn on his computer, and the first thing I see is a BETA Release warning for a yet-to-be-released version of Amiga's WorkBench booting up.

I see some cool morphing software, and oodles of other stuff on his hard drive...still no manuals...

I see two shoeboxes-worth (one large box) of disks; none of them originals...still no manuals.

I have Lou make a call to the guy he bought it from...The immortal quote, "I didn't have any manuals, why are you asking?" Lou informs him of my concerns, and the guy says, "I told you some of the stuff was copied when you bought the system". Now Lou knows what "copied" means. Now Lou knows that most frequently, "copied" means pirated, and Lou now knows what "pirated" means. Lou want his money back; they guy laughs.

Lou sends the computer to an Amiga dealer to get things straightened out.

The "guy" starts sending out feelers at work to see if Lou is telling anyone about this situation...he even goes as far as leaking rumours in his defense (at Lou's expense)...Lou lets his boss (Lou is in the Coast Guard) know what's up (because this "guy" in also in the Coast Guard, and is a high-ranking type). Lou even receives some semi-threatening posturing doo-doo from this guy.

I counted well over 30 games and well over 18 MAJORLY expensive applications...all pirated. This "guy" has no qualms about it, quote, "everyone's doing it, it's not a big deal". Either way, I got tired counting and stopped...well over 100 disks, and the "guy" has a couple more boxes that he promised Lou, but now says are destroyed...

I say fry the guy. Lou isn't as mean as I am. Either way, Lou now has no

software because we spent TWO DAYS reformatting those disks. I'd happily post this guy's name right here, but will be taking other avenues as soon as I am clear on what I can actually do.

I can't possibly express how I feel about this situation and still remain polite. Piracy makes me angry. People like this "guy" make me even more angry. (WALLY.W, CAT18, TOP7, MSG:182/M475)

Kudos for Jaguar Rollout
""""""""""""""""""""""""""

After 8 years on the AtaridDealer roller coaster, it is refreshing toacknowlege that Atari has accomplished the Jaguar rollout with remarkablestyle. After examining the Jaguars we received yesterday, I am amazed at the completeness of the packaging. Outstanding packaging, lots of professionally produced flyers (one for the Lynx) and manuals. A product that looks, feels and works excellently. I do not think that Atari has had any product, including all of the computer products, so complete since the 2600.

Further, I nearly passed out when we received a dealer kit for the Jaguar with a banner and flyers for both the Jaguar and the Lynx! From a company that has given its dealers little in the past few years, the high quality of these advertising materials was a _shock_. Thank you!

I must therefore conclude that they have been bought out by someone like Apple or Hewlett Packard; or, that Bill Rehbock and Bob Brodie have locked all the Tramiels in the basement of the building and are running Atari themselves. <G>

Please, Atari, do not, as you have done for so many years, pull defeat out the jaws of victory with the Jaguar.
(M.DRYSDALE, CAT26, TOP2, MSG:59/M475)

Spectre Upgrade
"""""""""""""""

I am am sure that Dave -can- do it. -Will- he do it is another question. I have been waiting for almost two years to see any SST or MegaTalk updates...and almost three years for a Spectre update. SPectre 3.0 was released in early 91 if memory serves correct. It is almost early 94... I'd like to see some of the little utilities for SST users that he has mentioned. It has been a real drag only being able to run my SST at 16mhz so I can use Spectre...If I go any faster it scraps my Spectre partitions. What's worse is that fastram won't run at 16mhz on the Atari side. I have a $1000 sunk into a product which has no real advantages over the T25. Though I get more speed from the SST in its current state...16mhz and NO fastram...I loose much compatability with TOS 206 and an 030.

I do not wish to sound like a complainer...I have written MANY times to encourage him and ask him if I could beta-test or even if I could help get 3.1 out the door by labeling floppies etc. I never got a response. (I know he is busy) I have never given up hope on seeing fastram support and better HD drivers in Spectre 3.1---I just can't wait forever. Pagemaker 5.0 is __VERY__ slow at 16 mhz. I hope Dave comes out with High Density Support and System 7 support too. Alas, ---as Dave likes to point out---Dave is not Microsoft.

Let us know what's up, Dave....I still encourages us to see you pop up for air every so often and post a message.
(A.DEFFENDERF, CAT4, TOP44, MSG:132/M475)

Black Page Syndrome It sounds like you have AtariWorks Ver. 1.207.
"""""""""""""""""""" That's the one that has been giving the gang fits lately with the "BLACK PAGE SYNDROME!" Drop an EMail to PRADIP@WORKS let him no the particulars of your system and the version numbers of BOTH your copy of AtariWorks and Speedo. (The European market has version 4.2 of Speedo which has not appeared in the USA - or so goes the rumor mill).
(M.HEBERT1, CAT14, TOP20, MSG:8/M475)

>>>>> The infamous "Black Page Syndrome" has been reported by users of
""""" dot matrix (impact) printers, inkjet printers and also by one poor soul who went through a cartidge of laser toner trying to figure it out. The common thread at this point in time is that _all_ of the peoplewho have experienced it were using AtariWorks Version 1.207. The problem does not seem to occur with AtariWorks 1.2. No one has yet reported which version of SpeedoGDOS they were using in conjunction with it. The version I have is 4.1 but I understand there is a new version 4.2 on the market in Europe which is supposed to correct the "GDOS error - insufficient memory for scratch buffer - do not use special effects" that crops up occasionally in MyDraw if the cache size is too small or in Kandinsky almost all the time.

Pradip does monitor the activity of this roundtable and I believe it would be very helpful to him if everyone reporting this syndrome would specify system particulars (i.e. model & TOS, monitor, RAM and printer) in addition to AtariWorks Version # and SpeedoGDOS ver. #. To eliminate the confusion of differing setups (auto prgs and ACC's) reports should be based on "stripped" systems.
(M.HEBERT1, CAT14, TOP20, MSG:15/M475)

>>>>> From various posts on this topic and mails to me, I have come to
""""" notice that this problem occurs with various drivers running various printers in various modes and ofcourse different AW versions. Till version AW1.2 this problem was not there.

I have decided to make a list of different conditions under which this problem occurs. So, if anybody who is having this problem, please drop me a email with following details -

System : computer model
TOS Version : ...
SpeedoGDOS Version : ...
AW version: ...
Printer Model : ...
Printer Mode : ...
Printer Driver : ...

I will try some time to look into this problem as soon as I find some time. Thanks a lot for your kind support...

A very very merry Xmas and happy new year to all of yoy.
(PRADIP, CAT14, TOP20, MSG:28/M475)

WOW! Windows is IMPRESSIVE! Today I was heartily amazed...yes, the
"""""""""""""""""""""""""""" much-touted Windows 4.0 was given a sneak preview in the January 1994 Windows Magazine.

They spent oodles of space comparing Win4.0 "folders" to Mac

"folders" (an important decision-making factor for me, I'm sure).

They said it was much superior to OS/2, even though it runs all 16-bit Windows apps on a single DOS machine, rather than OS/2's seperate DOS machine for each.

They used just over 1/3 of a page touting and paying homage to the "revolutionary" Windows 4.0 equivalent of Atari OS's "Zoom Boxes"...yes Win4.0 has "Zoom Lines", and they are "revolutionary"!

If I saw "3D" one more time in that write-up, I think I would have suffered an epileptic seizure.

Oh, and you can't just "place" a program icon on the desktop...that would copy it to the "desktop" directory...you have to use their (intuitive?) OLE interface to draw a reference line from the created icon on the desktop to the actual program in the directory.

Revolutionary...

If someone wouldn't mind passing me a bag, I think I'm going to hurl.
(WALLY.W, CAT18, TOP22, MSG:130/M475)

Looks Like WHAT?!? Anyone who thinks that Cybermorph and Crescent Galaxy
"""""""""""""""""" "Look like Sega andNintendo 16 bit games":

a) Has never seen Cybermorph and/or Crescent Galaxy.
b) Has Never seen Sega and Nintendo 16 bit games.
c) Owns large amounts of stock in Sega and Nintendo.
d) All of the above.

<grin>

Even the intro screen for Cybermorph is beyond the capabilities of any 16 bit game. The game itself is incredibly impressive if you compare it to it's contemporaries like SNES "Starfox" and Sega "Stellar Fire". Both of which lack lightsource shading, gouraud shading, and have worse frame rates than mid 80's japanese cartoons.

Crescent Galaxy is not my 'type' of game, but even so the gorgeous graphics are simply _not possible_ with the limited colors available on those old machines.

I demonstrated my Jaguar to my co-workers and they were awestruck. One guy told me that he planned on returning the Sega genesis he bought for christmas.
(D.ENGEL, CAT14, TOP44, MSG:204/M475)

>>> WHAT'S NEW <<<

~ New and Improved ~

Falcon & Aladdin A Falcon fix for Aladdin is on its way! I've been beta
"""""""""""""""" testing it and can say that it's almost bug-free. In fact, the only "bug" I know of is that the reply editor will occassionally lock up. And this is NOT the fault of the fix, since the same lock ups

occur even when running Aladdin on a Falcon WITHOUT the fix installed. Hopefully with a few more Falcon users testing Aladdin, we'll be able to discover a workaround.

(FAIRWEATHER, CAT30, TOP3, MSG:116/M475)

Recipe Box Upgrade
""""""""""""""""""

Thanks for the compliments on The Recipe Box 4.0. I'm hoping it will be a good seller. I could sure use one right now!

The Recipe Box was written mainly in GFA Basic 3.5e. There are 5 to 10 assembly routines in various segments that were written using Hi-Soft's GENST assembler. (Version .95???)

I'm using a MegaSTE with TOS 2.06, a 105Meg Quantum hard drive, and 4 meg RAM. Though I have Geneva and Multi-Tos, I use them for testing purposes only. Speedo-GDOS is a 'full-timer' now though...

I use a program I wrote some time ago called the GFA Menu for controlling the GFA Interpreter/Compiler etc...
Need to know more? Just ask...

(A.WATSON6, CAT2, TOP44, MSG:88/M475)

CD-ROM Drivers
""""""""""""""

I've been beta testing CD-ROM drivers "for the rest of us" that don't require MultiTOS. Roger Burrows (R.BURROWS1) of Anodyne Software is working on them and is quite close to having a product ready.

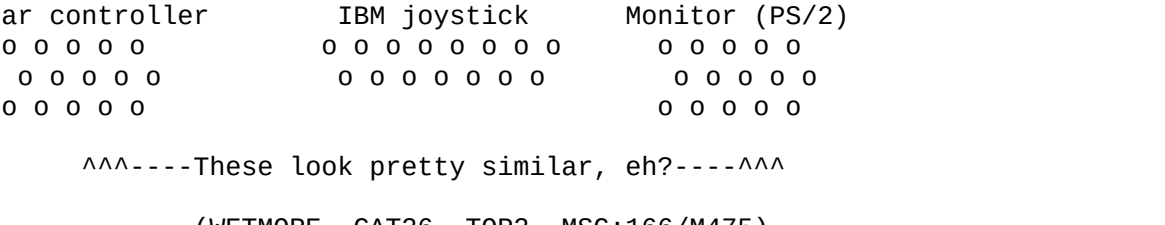
(L.W.BENJAMIN, CAT4, TOP19, MSG:200/M475)

Jaguar Controller Extensions
""""""""""""""""""""""""""""

Yep, for the extension cable, any 15-pin cable (wired straight through) will work. The controller cable itself is custom (ie. you can't plug anIBM-style joystick into it), but the connector is a standard 15-pinconnector.

So, since the extension cable doesn't change any of the wires (it just passes the signal, or lack thereof, straight though), it works fine. My only question was whether the connectors were standard (and they are), and whether Atari "blocked out" the pin holes they weren't using. And they didn't! You can't use an IBM "joystick" extender cable, though. You have to get a 15-pin monitor extension cable. Just make sure the connectors look the same.

Here's what the port connectors look like (and shows why an IBM joystick-extender cable won't work and you need the monitor extender):



^^^----These look pretty similar, eh?----^^^

(WETMORE, CAT26, TOP2, MSG:166/M475)

Elite 2 Mini Review
"""""""""""""""""""

Well, folks, Elite 2: Frontier is absolutely astounding on the Falcon. Don't ask me any

questions, just buy it.
(J.KRACHT, CAT30, TOP5, MSG:49/M475)

>>>>> Been playing Elite 2 for twenty-seven hours. Just got my map
""""" dry-mounted, and it hangs majestically on my wall next to my Falcon. I've got an Imperial Trader (at last!) with a 20MW beam laser. I am wanted for piracy and murder in Imperial Space! HA!

Also, I noticed that if you install Elite 2 on the HD, you should create a folder for your save game files. I too saw that COMMANDE.RS file, and it confused me, so I created a folder, and have had zero problems.

Questions: The game runs incredibly fast and fluidly on the Falcon. I cannot figure out, however, what the 512 or 4096 color options do, besides cause a slight flicker in 4096 mode. I must also admit that I could not stand Elite (the original) even though it was so vast. I was so jaded by the beautiful control scheme used in Star Glider 2 that I just could not tolerate the original Elite control method. Now that Elite 2 has the Star Glider 2 interface... I fear I might be consumed by this game for years. But, since I never played Elite, what is this concept of "missions?" I was slightly confused by the preponderance of space on the "data disk." Who gives these missions in the game?

Tips: Get Rich On Robots, Banard's Star to Sol.

I made a tremendous amount of cash buying robots on Banard's Star and selling them on the Bulletin Board(s) on the three orbital cities around Earth. If no one wanted them on one, I'd fly around until I found the right ad on the bulletin board. I traded animal meat back to Banard's Star for minimal cash. This route was totally safe. You can ditch your weapons, atmopsheric shielding, and everything but your auto pilot to free up cargo space. I was never attacked once.

BTW, I also made a VAST amount of cash in the slace trade in the Imperial Systems (that's "slave" _____|). Safe route was Facece to Vaquess, just "east" of the Imperial Capitol (Achenar).

I love this game... it is truly something other than else!
(J.KRACHT, CAT9, TOP19, MSG:11/M475)

TT LaserBrain There is a German Laserbrain 1.42 that perfectly runs on a
""""""""""""" TT, however it is in the German Language. Nathan had somebody that could translate the German manual into english but since they used a translation program the translation is not very well done.

I promised to finish that but it was too much work to handle. So I never finished it. I can email you what I have.
(ATARI.BENLUX, CAT14, TOP11, MSG:145/M475)

Falcon SLM Interface Well, I have good news for you. A few weeks ago I
"""""""""""""""""""" noticed a heavy discussion in this topic regarding SLM connection to the Falcon030. At that time I was not allowed to speak about the product I like to announce at this moment:

A German Developer made such an interface that allows the connection of the SLM laser printers to the Falcon030 and it is available for sales NOW. It is an small interface connected to the DSP port replacing the

SLMC804 interface (driving directly that fat cable of the SLM Laser Printer). Several developers tried to make an ACSI interface but that would cost to much, this interface is smarter and cheaper.

I have tested it myself and it has a lot of advantages compared to the normal solution with the SLMC interface since it doesn't freese the system and you don't have to leave your laser printer on and it doesn't matter when your printer is switched off when you boot your computer.

Attached a message from the German Mausnet, slightly translated from German to English.

```
 >Gruppe: Atari.Info
 >ID  : A50183@B
 >Wg. : Heatseeker
 >Von : Laurenz Pruessner @ B (So, 05.12.93 14:27)
 >
 >
 >---------------------------
 >Produktname:    Heatseeker.
 >---------------------------
 >
 >Akt. Version:   1.0.
 >
 >Product:        Interface between Falcon030 and SLM 804 or SLM 605
 >
 >Price:          199.-- DM incl. FontGDOS.
 >                249.-- DM incl. SpeedoGDOS 4.2.
 >
 >Distributor:    R.O.M., Berlin   (makers of the Papyrus Editor)
 >                Raschdorffstra e 99
 >                13409 Berlin
 >                Germany
 >                Tel. & FAX: +49 (0)30 - 4924127
 >
 >Lieferumfang:   -Heatseeker Interface Hardware.
 >                -GDOS-Driver software.
 >                -New DIABLO emulator.
 >                -Driver for 1st Word Plus.
 >                -Installation-, Setup- and Testsoftware.
 >                -FontGDOS oder SpeedoGDOS
 >                -Documentation.
 >
 >Autor:          Laurenz Pr  ner.
 >
 >EMail:          spoil@cs.tu-berlin.de. (Laurenz is the developer,
 >                NOT the spokesman of ROM Software)
 >
 >Laurenz
 >
              (ATARI.BENLUX, CAT14,  TOP11, MSG:145/M475)
```

>>>>> You guys needed to read the full release. LaserBrain is included, """"" as is GDOS or SpeedoGDOS with supporting drivers. Even includes a Diablo emulator with redirection to the DSP port. Sounds like a lot of development for such a small fee. Also includes the hardware and software to make the Falcon able to use your current Atari Laser. This should move so folks up to the Falcon who want it, but need their Laser printer.

Good Luck Wilfred, if you need help marketing this device, there are plenty of agressive developers here in the US including ourselves.
(ST-INFORMER, CAT14, TOP11, MSG:157/M475)

Crescent Galaxay Review
"""""""""""""""""""""""""

Just picked up Crescent Galaxy today from the Good Guys at Serramonte/DalyCity! They still have 4 more at $49.95 after I bought mine. Yeah, I heardabout the so-so initial reviews but hey, I figured I can drop the 50 bucks to look at some gorgeous graphics; I just want to see what another game can do.

My initial impression after about an hour of play: it's got some gorgeous graphics! <g>

Basically, you have to defeat the aliens on four moons before you can challenge the main planet. Each moon apparently has two levels with a boss at the end of each level. The first levels all have the same background bitmap scrolling by: an outer space scene; you're approaching the moon and must fight off asteroids and the first wave of aliens. The rotating asteroids are very nicely rendered, although there are not enough frames to make the rotation smooth. In fact, every element in the game, i.e. your ship, the aliens and the bosses, doesn't seem to have enough frames.

The second level backgrounds are awesome! You're now on the surface of the moon. One moon has the Monument Valley type surface that everyone sees on the back of the Jaguar box. Another moon has a forest terrain with the aliens rendered as cute little bugs. A third moon has a nice dimpled light blue surface with colorful markings on it. The last moon has a wonderfully textured craggly brown surface with stalagmites and stalactites that you have to steer your ship through. I haven't gotten to the planet, so I don't know how it looks. I suspect that the city view with the flying eyeballs that you see in the Jaguar commercials is part of the planet.

Gameplay? Well, you've got your gun, which can be upgraded with powerups. You've got your bombs. You've got one each of nine special weapons; you can find more as you blast the aliens. Shoot the bad guys. Avoid them and their fire. Kill the bosses. Win the game! I'm sure any average kid can beat this game in an hour or two. Of course, I haven't gotten to the planet yet, so maybe it's more complicated and has more levels than the moons do.

There are no passwords for each level like Cybermorph has, so you have to run through the whole game in one shot. The music situation is the same as that in Cybermorph: There's music during the title screen but no music during the game. And I think I know why: There seems to be only a small number (I'd say 4) of audio channels in the Jaguar. When the action gets hot and heavy and there's lots of explosions, weapons fire and alien noises, some sounds get cut off. I've noticed this in Cybermorph also; Skylar's voice cuts out when there's lots of other sounds playing. Can this be true? Does this mean that we're never going to get music during our games? Say it ain't so, Atari!

A comment about the Jaguar's sound: Although it's supposed to be 16-bit, it sure doesn't seem that way to me. The sound effects all have a slightly cheesy quality to them, like they're being generated by a cheap sound card or something. I don't think there's a sound chip in the Jaguar, is there? The sounds are probably sampled and stored in the cart, and the limited storage space in the cart precludes the designers from using higher quality samples. Maybe we'll get better sound quality when the JagCD

arrives. Of course, I'm only using the RF cable to judge the sound, so when the A/V cable arrives from Bill Faanes, maybe my reservations about the sound will disappear.

I did see a picture of the JagCD in Electronic Entertainment magazine (nice mag!) recently. It sits right on top of the Jaguar in the round CD-size depression, plugging into the cart slot and providing a passthough slot for your carts. It looks slick. Can't wait for it to arrive.

So there you have it! Awesome graphics. So-so gameplay. On the Gordometer I'd give it a 6 out of 10. Buy it if you want to see beautiful graphics. Or buy it just because it's the first game out there for retail sale and you're sick of playing Cybermorph all day. I did. I think it's worth it. Gordo says check it out.
(G.LAI, CAT26, TOP2, MSG:38/M475)

2 Column Upgrade
""""""""""""""""

I've got a new version of Two Column Printer (2COLUMNS.PRG) about ready and I need some beta testers. Leave me a message here or in Email if you are interested. Let me know the basics of your system (TOS version, RAM, etc.) and if you are already familiar with the program or not.

Changes in the new version are mostly related to the user interface and memory managment. These were done to make 2COLUMNS a responsible law abiding GEM program that works well under normal TOS versions and multitasks smoothly when run under MultiTOS or Geneva. It's bigger and a little slower as a result but also much more flexible. I think experienced users will find it easier to use although new ones may have a little more trouble. I've also fixed some bugs, made it fully Falcon compatible, and added a few this and that's.
(JWC-OEO, CAT2, TOP46, MSG:137/M475)

NewDesk TIPS Topic
""""""""""""""""""

I've developed an interest in finding out just how much can be done from the TT desktop without using Hotwire, Neodesk, Geneva etc. (Why? Call me aperverse minimalist. :) I haven't been able to find a Topic for exchanginginformation on this, so I'm starting a new one - unless the sysops can point me to a better place.

Tomorrow I plan to post an annotated copy of my own NEWDESK.INF, into which I've incorporated the tricks I've learned so far.
(G.FUHRMAN, CAT14, TOP18, MSG:1/M475)

New GEM-View Modules
""""""""""""""""""""

Merry Christmas and a Joyous Holiday Season to you all! GEM-View 3.01 has been growing at a stunning pace and there are many new modules ahead in '94. We hope to see you all again next year and we would like to thank all user's and supporters for their patronage.

On behalf of Dieter and the entire Cybercube Team, enjoy your Holidays!
(CYBERCUBE, CAT7, TOP33, MSG:85/M475)

XtraRAM+8
"""""""""

The people who manufacture XtraRAM+8 are Marpet Developments in the UnitedKingdom (phone 44 423 712600 fax 44 423 712601). I have been in touch with them since last April and I phoned them today to see what the latest news was. They now have the STE and the

Mega ST versions available ($525 & $465 populated). They reckon the Mega STE version will be available sometime in March 1994. So keep your fingers crossed and hope they get it right. By the way I think you'll find that the price you mention of $119.41 is for the unpopulated version which would require you to supply your own 30 pin standard SIMMS.
(L.SMITH30, CAT14, TOP14, MSG:102/M475)

KADINSKY or KANDINSKY is a GEM graphic editor uploaded recently by Keith Brooks (New Horizons). It is a German program with English menus and dialog boxes that is fully functional in the unregistered version in the library. Registration will get you some additional features such as zoom mode and some other niceties. The program has better control of beziers and arcs than MyDraw. It also allows you to set write mode (replace, transparent, XOR) and specify grayscale percentage for fills. The interface is not as intuitive as MyDraw but still reasonable easy to figure out. Overall it is a _powerful_ GEM graphic editting program capable of running on ST, STE, TT or Falcon including color support and SpeedoGDOS but it has one glaring fault. Speedo ver 4.1 generates an error message before permitting KANDINSKY to run. This error seems to get stored in the system and causes other Speedo programs NOT to work properly unless the computer is rebooted first. This problem, according to the program's author, was fixed by SpeedoGDOS ver 4.2 which is what he used when writing the program. I use KANDINSKY on occasion when I need one of the effects it can produce that are not available in MyDraw which remains my preferred GEM editor at this time.
(M.HEBERT1, CAT14, TOP20, MSG:16/M475)

Processor Direct to ship Two Worlds Publishing will be closed on December 25-26 for the holidays, to reopen on the 27th (to get the issue out the door quicker).

The first issue of Processor Direct should be in subscribers' mailboxes towards the end of January, begining of February at the latest. All subscribers will be getting a postcard stating this, among other things, shortly after the holiday.

Also, if there are any letters to the editor for publication in the first issue, get them to us ASAP. <grin>

Best of the holiday season to everyone from all of us at TWP.
(P-DIRECT, CAT15, TOP24, MSG:55/M475)

New Falcon Speed Products? The 286-to-486 upgrade boards you see aren't compatible with Falcon Speed. Sorry. On the other hand, we'll soon announce something that will make itrather pointless...
(COMPO, CAT30, TOP3, MSG:87/M475)

DynaCADD-2D Just wanted to let y'all know that DynaCADD-2D has finally been re-released and is now completely Falcon compatible. Even the cross-hatching bug has been corrected. I tested it out personally on one of our Falcons; works great!
(S.WINICK, CAT30, TOP4, MSG:7/M475)

>>>>> DynaCADD-2D is identical in function to DynaCADD-3D except for the

"""""" 3D wireframe functions. DynaCADD-2D also does not require that damn joystick port protection key that is most irritating on the 3D version (go figure!). And best of all, 2D is only about 1/4 the price of 3D!

Both versions will benefit incredibly from a math coprocessor (FPU) which is highly recommended. Installing an FPU in the Falcon is a real easy task (but should be done by an authorized Atari service center if your computer is still under warranty so as not to void the warranty). However, installing IC's is NOT something that should be done by the typical end user who isn't properly trained in how to handle sensitive electronic components.

At the present time, DynaCADD-3D does NOT run on the Falcon, either with or without an FPU present. If you need DynaCADD to run on your Falcon, get the 2D version for now, and plan on upgrading to 3D as soon as Ditek produces a revised version that will be Falcon compatible.

(S.WINICK, CAT30, TOP4, MSG:12/M475)

Jaguar Developer List Okay, here's a list of Jaguar games supposedly
""""""""""""""""""""" under development from the Usenet Jaguar FAQ by Robert Jung (the full 20+K FAQ file is available in the Atari ST RT Library):

Q. What are the upcoming Jaguar games?

A: Note: These lists are hardly definitive. It's based on many sources, and in some cases, it just might be dead wrong. Games also often change from pre-release to production.

Upcoming Jaguar cartridge games:

Title	Players	Description
Alien vs. Predator	1	Be the Marine, the Alien, or the Predator...
Al Michaels Announces Hardball	1-2?	Baseball action with play-by-play
Batman: The Animated Series	1?	The protector of Gotham rises again
Battlechess	1-2	Take the King and take a break
Battlewheels	1-6?	Build it, arm it, drive it, shoot it
Battlezone 2000	1	The tank wars continue
Brett Hull Hockey	1-2?	Red hot action in the ice cold rink
Bubsy in Claws Encounters of the Furred Kind	1	Save Earth's yarn from the Woolies
Charles Barkley Basketball	1-2	Professional basketball action
Checkered Flag II	1?	Formula 1 racing with fully rendered 3D
Cisco Heat	1	Race through the streets of San Fran
Club Drive	1?	Relax at a fantasy driving vacation resort
Crescent Galaxy	1-2	Side-scrolling shooting over five planets
Cybermorph	1	Rescue survivors in a shape-changing ship
Cyberpunk City	1	William Gibson's futureview on a cartridge
Dracula the Undead	1	Escape from the Count's castle
Dino Dudes:Evolution	1?	Guide humans to survive prehistoric dangers
Doom	1	Crosstime war, big guns and bigger beasts
Grand Prix	1?	Indy car auto racing in 64 bits

Jack Nichlaus' Power Challenge Golf	1?	Go golfing with the great one
Jimmy Connors' Tennis	1-2	Singles or doubles, you have to face Jimmy
Kasumi Ninja	1-2	Hone your fighting skills with 91 moves
Raiden	1-2	Destroy the enemy's military might
Steel Talons	1	Take off in an Apache helicopter simulator
Tempest 2000	1	Return of the demons, spikes, and zappers
Tiny Toon Adventures	1?	Stop Montana Max from mining TiToonium

Upcoming Jaguar CD-ROM games:

Title	Players	Description
Dracula	1	Bram Stoker's creature stalks the Jaguar
Space Pirates	1?	Scabbards, swashbuckling, and space
Return to Zork	1	The Great Underground Empire rises again

(STEVE-J, CAT26, TOP2, MSG:206/M475)

Beckmeyer BBS The Beckemeyer Development BBS now supports offline message processing using any QWK compatible offline mail readers (such as Mountain QWK). As always the number is 510-530-9682. The BBS still offers Internet mail and Usenet news too.

(D.BECKEMEYER, CAT2, TOP34, MSG:69/M475)

>>> THROUGH THE GRAPEVINE <<<

~ Rumors, Maybes and Mayhem ~

Atari on Wall Street Well, more Wall Street types are taking notice. This morning's NY Times business section has a feature column --

Market Place by John Markoff -- which concentrates on the Atari vs 3DO competition: "Of the two, the less-heralded Atari, a battle scarred veteran of the video game wars, could prove the more attractive... "

Several people in the industry are quoted.

Andy Parr ("gadget guru" of "Today" show): "Jaguar: the hottest system this Xmas."

Tom Zitow, pres. of Digital Pictures: "I have no faith in (Atari's) ability to force the machine into the retail channel."

Denise Caruso (of Friday Holdings, a NYC media investment firm): "A lot of people still can smell the singed hairs on their body from the last time Atari went south."

Two interesting tidbits:
Atari is said to have "delayed publication of its September earnings report until Dec. 2 because of a hectic Christmas. Last week, the SEC questioned the delay in response to reporters' inquiries." Hmmmm.

Sam T. told a number of Wall Street analysts that Atari is included in the U S West interactive television trial in Omaha. (Until now, I had

heard only that 3DO technology was in on that trial.) Yesterday, Scientific Atlanta said it was chosen to "design and build interactive digital television set-top devices for U S West...". Neither 3DO nor Atari was mentioned in the announcement as it was posted by Reuters. Hmmmm, Hmmmmm.

By and large, it is just about the type of article one might expect under the circumstances -- except, of course, for those "Hmmmmm'ers".
(S.WOLF4, CAT14, TOP44, MSG:196/M475)

Caligrapher Support
""""""""""""""""""""
What with Working Title UK seemingly abandoning Calligrapher what are the chances that Working Title US (youse guys) could improve the printer drivers? Like 360x360 for the Canon Bubble Jets?
(MIKE-ALLEN, CAT32, TOP32, MSG:26/M475)

Jaguar Quality Problems?
""""""""""""""""""""""""""
I stopped by the Electronic Boutique in Vista Ridge Mall here in Lewisville, TX when I went in to pay my phone bill today. The Manager there told me that about 25 percent of the Jaguars were being returned because of defective power supplies and that they (EB) had "busted Jaguars laying all over" their warehouse. I have had other cause to doubt this guy's credibility, should I add this to the list?
(J.BATTEY1, CAT26, TOP3, MSG:85/M475)

>>>>> """""
Ouch! What a load. Sounds like you have another cause to doubt his credibility.. would IBM let equipment out of their factory with a 25 percent defective rate? And if there was such a high rate there would be at least 5 people on GEnie that had received a defective Jag. (guessing that I've seen 20 posts of people who received Jags already.)
(M.LYDA, CAT26, TOP3, MSG:86/M475)

>>>>> """""
The guy who told you that 25% of Jags had bad power supplies and they had "Busted Jaguars all over" suffers from a condition know as "Bus Envy".

Symptoms are:

1) Redness in extremeties when "Jaguar" is mentioned.
2) Making up stories about defective Jaguars.
3) Claiming Atari has decided to stop supporting the Jaguar.
4) Cold sweat.
5) Proclaiming that the Sega Genesis is better than the Jaguar.
6) Announcing that the Jaguar doesn't have _any_ 3rd party developers.
7) Slurred speech
8) Constant spouting of erroneous Jaguar specificatios.
9) Loss of memory.

Caution: This illness is highly contageous if you have ever been exposed to a purchase of a game system with under 64 bits. The only known cure is to purchase a 64 bit game system.

Naturally, these guys have had large doses of the catalyst condition, and little or no experience with the antidote. Approach with caution.
(D.ENGEL, CAT26, TOP3, MSG:90/M475)

FPU & MSTe I believe that an '882 won't work in a MegaSTe. I don't know
"""""""""" why. according to what I can find out they should be
interchangeble, but it has been reported that you must use an '881 in a
MSTe.

I don't know about other systems or the moniterm.
(MIKE-ALLEN, CAT4, TOP27, MSG:22/M475)

>>>>> Thanks for the post Mike. This is news to me. It wasn't that long
""""" ago that I was told the 881 and 882 were interchangeable. I don't
own an STe to test it but I have used an ST with the chip for years. I'll
see if I can find an STe locally and put in a Moniterm card with either of
the math chips and see what happens and post back the results or will the
882 actually damage something?
(POTECHIN, CAT4, TOP27, MSG:23/M475)

Atari & Interactive Cable CNBC reported this week that Atari was
"""""""""""""""""""""""""" involved with Time-Warner and a 'Baby Bell'
(US West) in the interactive TV developments.
(STEVE-J, CAT14, TOP44, MSG:164/M475)

NeoDesk 4 Update I'd imagine that NeoDesk 4.0 will add a lot of the OS/2
"""""""""""""""" and Windows functionality to the Atari.
(A.FASOLDT, CAT18, TOP22, MSG:115/M475)

AW Templates Wear & Tear A curiousity made itself apparent this week.
"""""""""""""""""""""""" AtariWorks templates WEAR OUT! Both my Papa's
Grafik Press and Security Communications letterheads were affected. On
screen they looked normal but when printed the 24 point characters had
lost their between word spacing and some "scrunching" of characters was
noted. In both cases the letterheads had to be completely recreated and
saved again to correct it. No big problem once I figured out what had to
be done - a matter of a couple minutes to correct it. But it would have
been a major annoyance if I was doing 50 mail merge form letters instead
of just a couple copies of invoices. Might be a good idea to make a backup
copy of your often-used templates and do a trial print of anything that
uses a template before running a batch.

I'm not sure what is causing this phenomena since this is the first
time I have encountered it but two common practices were shared by these
templates. They both had Metafile copies inserted into them routinely and
they both were Abandoned after use.

Once again, the Very Merriest of Holidays to all!!!
(M.HEBERT1, CAT14, TOP20, MSG:34/M475)

VanTerm Author I haven't used VanTerm, but I read a post somewhere here
"""""""""""""" in the ST RT to the effect that the author of VanTerm had
passed on. I'm not sure if this is the Mr. Van Nest Sr. you refer to, or
if the Sr. means the author's father (?)... but in case you hadn't heard,
that's the case. I'm not sure what's happening with the user base or the
software. (R.COOPER2, CAT8, TOP6, MSG:25/M475)

>>>>> Rob, that is the same information I remember also.
""""" (BRIAN.H, CAT8, TOP6, MSG:26/M475)

Falcon STOS Update Anyone out there hear about the new STOS for the
"""""""""""""""""" Falcon030 called FALCOS? I think that's what it's
called. (R.QUEZADA, CAT3, TOP9, MSG:167/M475)

SpeedoGDOS 4.2 Update With all the discussion on GDOS 4.2 recently, I
"""""""""""""""""""""" wanted to let y'all know that it breaks under
Warp9. There are other problems with it as well, so I wouldn't be too
surprised if it isn't released too soon.
(B.SEMAAN, CAT14, TOP20, MSG:49/M475)

TOS 5.0 Update Once Atari releases TOS 5 you won't miss LGS (sorry
"""""""""""""" Charles). Atari's new file selector is really cool.
Reminds me of the one in Windows 3.1.
(B.SEMAAN, CAT32, TOP15, MSG:196/M475)

>>> MESSAGE SPOTLIGHT <<<
""""""""""""""""""""""""""
~ Listen Up! ~

Atari-ST RoundTable
Category 32, Topic 31
Message 118 Sun Dec 26, 1993
K.SPRINGER1 [FROZEN NORTH] at 20:20 EST

Warp 9 definitely speeds up my TT. (That was for Brian and the other sysops)

Well, guys, all this discussion (dare I call it argueing?) over which computer is faster is seemingly pointless to me. I suppose it has its technical merits for the curious, but what does that really have to do with the real world?

20-30 year ago Uncle Sam mandated that all stereo equipment manufacturers include specific pieces of info in their literature. Until then, you could have arguements (whoops, discussions <G>) like these until H*** froze over and it was pointless, because virtually each manufacturer would leave out one piece of vital info necessary to compare one piece of equipment accurately with another.

In all the discourse I've seen here on GEnie about which was faster\better, the TT, a 486, a Quadra, each has been like the old stereo ads. There was never enough info there to support anyone's claims.

I run NeoDesk and generally, at least 4 accs, and probably a min of 7 or 8 auto prgs. I also know that my T-16 Mega 4 in ST med runs ST Aladdin probably twice as fast as my 4 meg TT in in TT med by simply watching and waiting for things to happen. (The same accs and auto prgs. If I ever get the TT ram working, it may be different) I also know that if I dump a lot of the accs and auto prgs, and use the Atari desktop, the TT is very noticeably faster than with NeoDesk. To me, the reason for the slow down is obvious, I am asking the computer to do more things in my preferred way of operating.

Now, at work, the most powerful DOS box is a 386 at 20 mhz, I

believe, and it literally flies compared to my TT. But it is running the basic command line interface, no GUI. Throw Windows on these machines, so both the TT and the DOS box has to deal with drawing a GUI interface on the screen, and I wouldn't be surprised that my TT would be faster.

The point is, no one is saying how they are running their computers, things such as TSR's, speed, HD's, etc. Unless you tell everything there is to know about how they are operated, comparisions should be invalid. Good grief, guys, just on the surface it would seem that a 486/66 mhz should outrun a 68030/32 mhz machine. Aren't we kind of comparing two different classes of machines here? At least throttle that 486 down to 32 mhz before comparing, or get the new TT clone from GE Soft and plunk a 66 mhz '040 chip in it before comparing. Is everyone running the same screen reso? Are the HD's the same? Is the software running in a text mode or a graphics mode? What about graphics cards? Are they the same? Come to think about it, was a 486 available when the TT came out? I mean, you wouldn't really think of comparing a 1993 Chevy to a 1989 Ford, would you? Ya gotta compare like items, folks.

As I read somewhere, it's not how fast the computer is that is important, it's how fast you get something done with the computer. Hopefully, I'll be able to eventually get this TT set up to work more like my head does, something I have yet to discern how to do with a DOS box. (I used to follow the ST users who have switched to DOS topic over in the IBM (?) RT, and they were always looking for some DOS utility to make the DOS machine as easy to use as their Atari.)

I don't mind the discussions as to which is fastest, it would just be nice to know how the hardware is setup for comparision. Besides, if you are always going for the newest and fastest in hardware and software, when do you get proficient at using it?

Just my thoughts, from someone who thought about changing, but has decided to stay put.

Ken S.
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While on GEnie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Atari, the GEnieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

```
  ////////////////////////////////////////// GEnie_QWIK_QUOTE ////
 / "Secrets of Edith"  --  that one sounds a bit too much like a  /
/ romance novel. :-)"                                            /
////////////////////////////////////////////////// GRMEYER ////
```

[EOA]
[DLR]//////////////////////////////
DEALER VIEWPOINT /
//////////////////////////////
[*]Realizations and Expectations
""""""""""""""""""""""""""""""""""

By Sheldon Winick
[S.WINICK]

THE HOLIDAY SHOPPING... crush is over and despite the annual predictions
"""""""""""""""""""""""""" of doom and gloom for Atari, they were somehow able to survive yet another year. They also managed to continue to bring forth still more new and exciting products. Their major contributions in 1993 were the much delayed Falcon030, and pretty much on-time (amazing!) Jaguar interactive multimedia entertainment system, which proved to be Atari's major attraction during this holiday season.

Much as the original Atari ST leapfrogged the competition in the personal computer marketplace a decade ago, the Jaguar has done the same thing for the home entertainment market. While the competing products from Sega (Genesis) and Nintendo (SNES) are based on a 16-bit system architecture, and the much heralded new 3DO system is based on a 32-bit system architecture, the Jaguar brings to the marketplace the power of 64-bit RISC technology. The following comparison chart from one of Atari's Jaguar product brochures says it all:

Hardware """"""""	Jaguar """""""	3DO """""""	SNES """""""	Genesis """""""
System Architecture	64-Bit	32-Bit	16-Bit	16-Bit
Rendering Speed (millions pixels/sec.)	>850	64	1	1
Number of Colors onscreen	16.8 Million	16.8 Million	256	64
Processors	Five: GPU DSP Object Blitter MC68000	Four: ARM60 DSP Graphic (2)	Two: 68CB16 DSP	Two: MC68000 Z80
Object Processor	Yes	No	No	No
16-bit CD-quality sound	Yes	Yes	No	No
S-Video	Yes	Yes	Yes	No
RGB	Yes	No	No	No

The Jaguar rollout has also been accompanied with a renewed marketing effort for the LYNX, Atari's portable color entertainment system. Between these two fine products, Atari appears to be positioning themselves for the apparent resurgence of consumer interest in game-only machines. And the Jaguar has the advantage of being capable of providing a gaming platform

that is unmatched by not only the competing entertainment systems, but virtually all personal computer systems as well.

Of course, all of this means little to Atari's long suffering computer dealers who are faced with the most powerful and most competitively priced competition the industry has ever seen, at a time when Atari no longer even offers a full line of equipment for their dealers to have something to compete with. The only currently available Atari personal computer product remains the entry-level Falcon030. While it is impressive in its own right, it is really not capable of competing successfully against the full-featured, and similarly priced, competition. The Falcon is essentially a nich-market product of limited appeal.

All current marketing efforts at Atari appear geared toward promoting the new Jaguar. Atari's original concept of a limited holiday release in two or three test markets appears to have been virtually ignored by the major chain stores that had chosen to carry the Jaguar. What limited supplies of Jaguars that were available appear to have been distributed around the county to whatever markets were represented by those chains. Based upon posts here on GEnie and elsewhere, it appears that most everyone who wanted one of the new machines was able to find one.

As the 'test market' concept appeared to be thrown out the window anyway during the holiday shopping season, it became evident that the only stores that were unable to obtain Jaguars were the Atari computer dealers that had remained loyal to Atari over the years. And, to top it off, Atari publicly announced here on GEnie they would be direct marketing the Jaguar themselves and began taking prepaid orders. Finally, as the holiday shopping season came into full swing, Atari relented and agreed to make some of the new Jaguars available to their computer dealers as well. However, they would not be available direct from Atari or the IBM production plant in Charlotte, NC, but would have to be ordered through Pacific software. That was at least a nice gesture toward Pacific, who has been this country's largest distributor of Atari products through the years.

So when exactly did those Jaguars become available for Atari's computer dealers? Christmas week! And the only way most dealers could get them before Christmas was to pay for overnight or 2nd day air shipments from Pacific. Considering the small profit margins on the product, those express shipment costs cut the profit margin in half. Add to that the fact that the product was still only available to Atari dealers in severly limited quantities, it is doubtful that many dealers could make enough profit from sales of the Jaguar to even cover the cost of a store demo unit. Of course, at this point, I'm sure most dealers were happy that they were at least able to supply the product to their loyal customers who wanted one.

The official national roll-out of the Jaguar wasn't supposed to happen until 1994, but this season's limited test market rollout appears to have been a total disaster in that sales were definitely not limited to the test market areas. Apparantly the only thing that was limited to those areas was Atari's advertising for the product. I have no idea how Atari's marketing analysts will be able to evaluate marketing data in those test market areas since so many of the Jaguars found their way throughout the country. From the activity in the Jaguar category on GEnie, it appears that a sizeable number of Jaguars wound up in the hands of the Atari loyalists who would've purchased one anyway, regardless of the test market ad campaign.

With the current lack of an upgrade path to new Atari computers for a large majority of our customers base, we're finding ourselves doing more system upgrading for our computer customers who are in need of more power or performance, at least for those customers who aren't choosing to turn to other platforms. The biggest interest seems to be coming in the areas of new or larger hard drives and additional RAM. With so few new software applications available and so many dealers reducing inventory or bailing out altogether, software bargains were abundant through the holiday shopping season. It was definitely a buyers market for those who took advantage of the situation.

One major problem area which came up in 1993 that Atari has still yet to address satisfactorily, is the warranty service situation. After Atari publicly announced the never-consumated national warranty service deal with GE-Service, they embarked on a program to phase out their existing dealerships from being authorized to perform warranty service. Atari dealers are no longer reimbursed for their time to perform warranty service, and are no longer encouraged or compensated for maintaining replacement parts inventory for existing systems. In fact, Atari no longer even provides a replacement parts program for their authorized dealerships under their current marketing program.

Where does this leave the typical Atarian who needs warranty repair on his or her system? Formerly, they could take it back to their dealer, or any authorized Atari service dealer for that matter, and have the repair work done in a timely and efficient manner. The current program requires that most machines be returned to Atari for warranty repair. How many computer users will be satisfied with the loss of their machine for 4-6 weeks or longer for a warranty repair? How many Atarians has this policy already driven away to other platforms? Can you blame them, especially when you consider most of the competition is now providing "on-site" service?

Here at Computer STudio, we are in our sixth year as an Atari dealership. That is a long time for anyone in this rapidly changing computer industry. We've seen many dealerships come and go through the years. Some were poorly organized or mismanaged; others were unable to remain competitive or establish a loyal customer base. But all dealerships must be assured a level playing field on which to compete, and must count on the ability of their suppliers to provide them with a continual supply of product lines to meet customer demand. They also have the right to expect to receive the cooperation and support of those suppliers to market their products and support their customers in an efficient manner. As of late, Atari has come up short in all those areas, and the situation continues to deteriorate.

What will 1994 bring? Will it be the 'Year of Atari' or perhaps the 'last' year of Atari? Will Atari drop their personal computer system support altogether and concentrate solely on their new Jaguar game technology? Will they surprise everyone and introduce a new and more powerful personal computer lineup? Will any Atari computer dealerships be able to survive long enough to even care?

Only time will tell.

Happy (Atari) Computing.

Sheldon Winick (GEnie Address: S.WINICK)

Computer STudio (Asheville, NC)

[*][*][*]

Sheldon owns and operates Computer STudio, a full-service Atari dealership in Asheville, North Carolina. Sheldon is also a registered architect (licensed in Florida, Tennessee, North Carolina, and Colorado, as well as holding a National NCARB certificate). His current architectural drawings are, of course, prepared on his Atari TT030-based CADD system, using DynaCADD software.

[EOA]
[HUM]//////////////////////////////
HUMOR ONLINE /
//////////////////////////////

DL-232 -- A New Standard

by Dave Lyons
(CompuCenter Iowa: JoeApple; CompuServe 72177,3233)

I may never understand how the designers of the RS-232 "standard" for serial communication managed to use 25 wires where only 3 are really necessary. Maybe they made a deal with the companies that make cables, connectors, and switch boxes...I just don't know.

Well, I thought of a few things that the RS-232 standard lacks, and since there are already so many extra signals, a few more can't hurt anybody, right? Heck, let's go for 50-pin connectors and cables and add the following new signals. (Just to make sure this isn't compatible with any old equipment, all OLD signals are moved up one pin number (Carrier Detect becomes 9 instead of 8, etc., and pin 25 goes to pin 1).

Pin	Name	Description
26	XCAT	Should be connected to chassis of devices. Used with the next two signals, this provides protection against cats who haven't learned not to walk on floppy disks or serial equipment. This signal should supply about 2000 volts (at a VERY low current level; wouldn't want to HURT the cute little thing, just teach it not to walk on anything in the computer room).
27	CATGND	Cat ground. Used with pin 26. This signal should be connected to another part of the chassis or the tabletop.
28	CATDET	Cat detect.
29	SD	Self-destruct. This signals causes the device to destroy itself.
30	SDACK	Self-destruct acknowledge. Acknowledges that the device has destroyed itself.

31 VADIC This signal indicates to a computer that the device on the other end is a modem that uses VADIC protocol. (Note: CompuCenter Iowa users should jumper this signal to SD and then buy a decent modem.)

32 STBIT1 Stutter bits. With pin 33, sets the number of "stutter bits" (0 to 3 of them) to be included before each byte transmitted. This may reduce the number of people who feel inferior to computer equipment by showing them that computers have problems communicating with each other.

33 STBIT2

34 CABR Cable ready. It's not enough to know that the Data Set is ready (DSR) and the Data Terminal is read (DTR). We also need to know that the CABLE connecting them is ready.

35 GRR Gremlins ready. Not everybody knows it, but there are little green guys inside most modern computer equipment. Most of the time they sleep, but other times they cause trouble. The next 6 signals are for dealing with gremlins.

36 220A Used with pin 37, supplies 220 volt power for the gremlins' air conditioning. On hot days when gremlins can't sleep, applying power to these pins may solve your problems.

37 220B

38 110H 110 volts, hot side. When the 220 volt power doesn't help and gremlin problems persist, use this with pin 39 to supply 110 volts for the gremlins' TV and video game center.

39 110N 110 volts, neutral side.

40 MOON Indicates the phase of the moon. Sometimes solves mysterious problems.

41 LHI Pins 41 through 45 can be used to implement the "like" protocol when the normal RTS/CTS protocol isn't enough. This one means "Like HI" and is used to establish a connection.

42 LHTY2 Like HI to You Too. Acknowledges pin 41.

43 LLTT Like Listen To This. Requests permission to send data.

44 LOK Like OK. Grants permission to transmit data.

45 LWOW Like WOW. Acknowledges receipt of data.

46 HEY Pins 46 to 50 may be used to implement the "Eighties" protocol when RTS/CTS and "Like" protocols won't do the job. This signal is similar to RTS (Request to Send).

47	NP	No Problem. Acknowledges HEY.
48	HUH?	Signals that data was not received correctly (possibly wrong number of stutter bits).
49	YEAH	Acknowledges data received.
50	KMG365	Like YEAH, but for avid Emergency One fans.

That makes 50! Let's hear your suggestions for MORE serial signals. Maybe we can get 100 and REALLY make the cable manufacturers happy.

[*][*][*]

The Twelve Bugs of Christmas

Bob Morrow
[R.MORROW10]

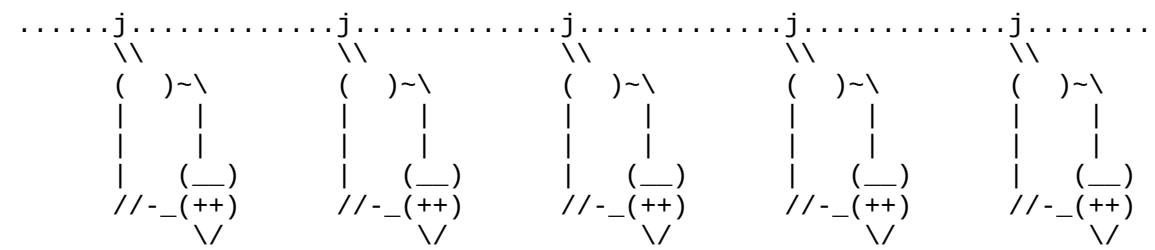
~ To the tune of "Twelve Days of Christmas" ~

For the first bug of Christmas my manager said to me,
see if they can do it again
For the second bug of Christmas my manager said to me,
ask them how they did it,
and see if they can do it again.
For the third bug of Christmas my manager said to me,
try to reproduce it
ask them how they did it
and see if they can do it again.
For the fourth bug of Christmas my manager said to me,
run with the debugger
try to reproduce it
ask them how they did it
and see if they can do it again
For the fifth bug of Christmas my manager said to me,
ask for a dump
run with the debugger
try to reproduce it
ask them how they did it
and see if they can do it again
For the sixth bug of Christmas my manager said to me,
re-install the software
ask for a dump
run with the debugger
try to reproduce it
ask them how they did it
and see if they can do it again
For the seventh bug of Christmas my manager said to me,
say they need an upgrade
re-install the software
ask for a dump
run with the debugger
try to reproduce it
ask them how they did it
and see if they can do it again
For the eighth bug of Christmas my manager said to me,
find a way around it

say they need an upgrade
re-install the software
ask for a dump
run with the debugger
try to reproduce it
ask them how they did it
and see if they can do it again
For the ninth bug of Christmas my manager said to me,
blame it on the hardware
say they need an upgrade
re-install the software
ask for a dump
run with the debugger
try to reproduce it
ask them how they did it
and see if they can do it again
For the tenth bug of Christmas my manager said to me,
change the documentation
blame it on the hardware
say they need an upgrade
re-install the software
ask for a dump
run with the debugger
try to reproduce it
ask them how they did it
and see if they can do it again
For the eleventh bug of Christmas my manager said to me,
say it's not supported
change the documentation
blame it on the hardware
say they need an upgrade
re-install the software
ask for a dump
run with the debugger
try to reproduce it
ask them how they did it
and see if they can do it again
For the twelth bug of Christmas my manager said to me,
tell them it's a feature
say it's not supported
change the documentation
blame it on the hardware
say they need an upgrade
re-install the software
ask for a dump
run with the debugger
try to reproduce it
ask them how they did it
and see if they can do it again

[EOA]
[MOO]//////////////////////////////
CowTOONS! /
//////////////////////////////
Beef Futures
""""""""""""""
by Mike White

[MWHITE]



Slaughterhouse Five
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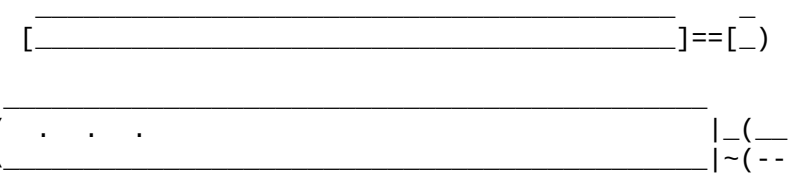

Leather Belts
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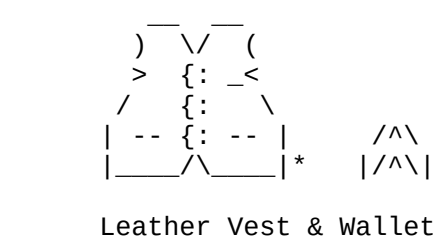

Leather Vest & Wallet
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Watch for another thunderin' herd of Moo Fun from Mike White in the next issue of GEnieLamp.

If you have an idea for a CowTOON, we would like to see it. And, if we pick your CowTOON for publishing in GEnieLamp we will credit your account with 2 hours of GEnie non-prime time!

[EOA]
[REF]//////////////////////////////
REFLECTIONS /
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Thinking About Online Communications
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By Phil Shapiro
[P.SHAPIRO1]

>>> SOME THOUGHTS ABOUT TELECOM TRAINING CENTERS <<<

"""

Our society values learning enough that we spend 200 billion dollars each year on our public school system. Likewise, in the interest of promoting learning we subsidize a large and robust public library system.

As we walk through the portals of the information age, thoughtful
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people have been spending time thinking about the role that government and industry can play in helping bring more of our nation's population online. What types of social institutions can we construct that can help people learn how to use communications software? Learn how to use bulletin boards? Learn how to use the national information services? And learn how to use the Internet?

Currently, just a small fraction of the nation's population is online. This fact is drive home by considering that fewer than 10 percent of all home computers are connected to a modem. Furthermore, market studies have shown that the penetration of personal computers in the home is approximately 35 percent of the nation's households. Taking one tenth of 35 percent yields a paltry 3.5 percent.

The bare truth is that the vast majority of the nation's population is not yet online. It behooves the nation as a whole to work vigorously to train our fellow citizens in basic telecommunications skills. The more people that are reachable online, the more each one of us can benefit from communicating with them.

I can recall distinctly my own first faltering forays into the online world. A leader in my local user group, Ken DeVito, spoke in an animated voice about connecting up his computer to the online world. This kind fellow generously offered to take phone calls at his house to help people get connected up themselves.

After buying a modem and communications software I hesitantly called Ken at his home. Having heard that telecommunications can be a complicated subject I went out of my way making sure I had my modem and communications software all set up correctly. Cautiously, timidly I made my first phone call. Lo and behold, the word CONNECT bounced up onto my screen.

I imagine that most of us who are already online had similar help and encouragement from friends and colleagues the first few times we went online. That type of informal learning was fine in the 1980's when online communications was largely the province of computer hobbyists. But as we plunge headlong into the information age, the time is long overdue for our society to set up more formal channels for teaching online communications skills. We cannot continue to rely on the goodwill of the Ken DeVito's of the world to help everyone get connected.

What existing social institutions are best suited to take up this task? Schools, for sure, can help train our younger population. User groups, certainly, can help give online demonstrations and tutorials at their meetings.

But neither schools nor user groups are equipped to handle the huge numbers of people we need to train. The most suitable social institution to help train our nation's populace is public libraries.

Public libraries already have a mandate to promote the dissemination of knowledge and information. Calling upon our libraries to help train our nation in online skills makes even more sense when you consider the great overlap between basic telecommunications skills and basic research skills. The skills of searching and capturing information from an online database is closely parallel to the skills of searching and capturing information from a CD-ROM database disc.

While public libraries serve as the perfect venue for training

sessions in online communications skills, no one for a moment would think that libraries have the funds to initiate such services on their own. What is obviously needed is a partnership between the private and public sectors to help bring telecommunications skills to the masses.

Phone companies, naturally, can play an important role in giving reduced rates for the installation of new phone lines in libraries. All that would be needed would be about eight to ten new phone lines for each library. Computer manufacturers should obviously step forward to make donations of computer hardware for telecom training purposes. These donated computers need not be an onerous expense since low-end computer systems work perfectly fine for telecommunications purposes.

Modem manufacturers, obviously, have a social duty to make their immensely useful devices available for use at library training centers. Here again, the low-end slower modems serve eminently well for training purposes.

It goes without saying that the national information services should step forward to donate accounts that could be used in training centers. Many of the national information services have probably already given thought to how they could help support publicly funded telecom training centers.

Larger software publishers could step in to provide communications software and general financial support for the training centers. Mitch Kapor, Steve Wozniak and other luminaries in the computer world have already taken bold steps to promote social causes with the Electronic Freedom Foundation. The participation and support of these luminaries would go far in making the training centers successful social institutions.

Finally, the public sector can assist by providing tax incentives to the phone companies, computer companies, modem manufacturers, national information services, and software companies that donate in-kind goods or services to the telecom training center. The public sector could also help with the issuance of "Online Citizen" certificates for those persons who show mastery of basic telecommunications skills.

Few North Americans are aware that the public library systems in the United States and Canada are held up as model systems in other nations around the world. Early in our two country's histories the people of our nations gave strong support to funding and promoting schools and libraries.

For the good of our nations, we need to take the next step to help bring more of our citizens online. The time for a public/private telecommunications skills initiative is long overdue. For the good of our nations, we need to create social institutions that can take over the supportive role of those who helped get the first 3.5 percent of us online.

After we're able to get the first 10 percent online, the momentum will be strong enough that we can pull another 50 percent online before the turn of the century. And with 60 percent of the population online by the year 2000, our countries will then be well-positioned to move forward with the exciting possibilities of the information age.

[*][*][*]

The author takes a keen interest in the social dimensions

of communications technology. He can be reached on GEnie at P.SHAPIRO1; on Internet at: p.shapiro1.genie.geis.com; on America Online at: pshapiro

[EOA]
[LIB]//////////////////////////////
ONLINE LIBRARY /
//////////////////////////////////
[*]Files, Files & More Files!
"""""""""""""""""""""""""""""""""

By Mel Motogawa
[M.MOTOGAWA]

December was a heavy graphics month with a new modular version of powerful graphics viewer GEM-View, version 3.01, appearing in the ST RT File Library. The POV ray tracer, version 2.0, and a GEM shell for it, should prove popular. Several other graphic based programs were the TLC Icon Creator, Deskpic, which allows using a GIF pic as a background picture, and the Agenda graphic calendar creator. As always, enjoy!

Any comments of my own are shown within double asterisks "**...**" after the file description, in the ASCII GEnie Lamp version, and also in italics in the TX2 version. (If you haven't experienced reading the Lamp in TX2 format, why not download the TX2 file viewer (file #20441) by David Holmes? You may be surprised at the versatility and power of this program, above and beyond viewing TX2 Lamp issues.)

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#31124 RSCARDS.TOS 29824 This is the front end program for GEnie's
""""""""""""""""""""""""""""" RSCARDS Multi-player games (Blackjack, Backgammon, Checkers, Poker, Reversi, and Chess). For more information on RSCARDS games, type RSCARDS from any GEnie menu prompt. This program requires an Atari ST with either a standard color or monochrome monitor. This program is distributed as a self-extracting archive file - after downloading, just double-click on "RSCARDS.TOS" from the Desktop to extract. Please read the READ.ME file included in the archive for further operating instructions. Note:Does not work on the TT/Falcon

#31121 GRAMMR12.ZIP 18432 GRAMMARIAN V1.20: Check your documents for
""""""""""""""""""""""""""""" grammatical composition. Add or edit your own desired grammar checks. Now will embed grammar checks in files for easier editing. Extract with latest version of STZip

#31120 SMP_052B.ZIP 129664 Semper v0.52b 16.12.93 - FAX receive with
""""""""""""""""""""""""""""" HackFax now should work properly again; - dialing problems within MultiTOS fixed; - changed order of searching the environment for shell; - Semper now inserts an empty line in the log at session startup; - problems with some systems during an emsi handshake hopefully solved; - included block-device sending routines! = maybe found the reason for Sempers random crashes; hopefully fixed; - connect speed is listed in the info line of the transfer window; Note: Extract with latest version of STZip

#31113 TLC_UPDT.DOC 4224 Contains details on obtaining a disk full of TLC
""""""""""""""""""""""""""" utility programs for a special 1993 price of $10! The disk includes 12 programs with full documentation. GFA programmers may be interested in the 2 disk set complete with source code to all programs for $20. The file also contains details on how registered users of earlier versions can upgrade for as little as $1. Text file can be viewed online. It's good to be back in the USA! - Tom

#31111 TLC_ICON.ZIP 16384 Lets you load an umcompressed DEGAS picture in
""""""""""""""""""""""""""" mono/color and select an area to clip as an icon. Lets you select different 'selected' states and then creates a resource file with the icon in it. You can make LARGE icons with this and it even creates the DFN file for you. Use latest version of ST ZIP program to extract TT Compatible

#31109 TLC_PLAY.ZIP 41216 Allows playing of ST Replay, HippoSound,
""""""""""""""""""""""""""" DigiSound, MasterSound, and more format sound files. Also lets you change speeds, reverse, or add other effects to sounds and then save them back to disk. Docs included. Use latest version of ST ZIP program to extract

#31106 TLC_RSRC.ZIP 21760 This file allows you to convert resource files
""""""""""""""""""""""""""" to INLINE code to be merged into your GFA 3.5 programs. No more separate resource files! It now includes a small demo program with the resource and GFA source as an example to show how it works. Use latest version of ST ZIP program to extract

#31104 TLC_ATTR.ZIP 31104 The Attributor allows changing disk volume
""""""""""""""""""""""""""" labels, file attributes (read only, hidden, system, archive bits, or any combinations), and touching files to update the date/time. Also allows toggling the Fast bit for TOS 1.04 users, deleting those seemingly undeletable files, etc. Use latest version of ST ZIP program to extract TT Compatible in all resolutions

#31103 TLC_MEGA.ZIP 14080 This is only helpful to Mega STe owners. Runs
""""""""""""""""""""""""""" as an accessory or program and allows switching between speeds on the STe. Also shows TOS and Gem versions. Use latest version of ST ZIP program to extract For use on MEGA STe ONLY!

#31102 TLC_FORM.ZIP 22656 Late st version of the TLC Formatter. Supports
""""""""""""""""""""""""""" a FaST option that reads and writes faster than twisted or skewed formats. Also auto detects a high density drive and lets you format a 1,44 meg disk with the fast option. Formats are MS DOS 5 and DR DOS 6 compatible, including the fast options which make the disks fly on clones. Also supports drive swapping if you have two floppies. Use latest version of ST ZIP program to extract TT Compatible

#31101 TLC_BOOK.ZIP 103296 This is the latest version of the TLC Address
""""""""""""""""""""""""""" Book. Keeps ad- dresses and dates for special occasions. Supports all printers, prints to disk and even supports label printing on lasers. Files only limited by memory. Best of all, the entire TLC Utilities disk is on sale, only $10 until 1994! 11 programs for one low price. Use latest version of ST ZIP program to extract TT Com- patible in all resolutions *** A screenshot appears in the color/mono TX2 versions of the GEnielamp. ***

#31096 DATMAN03.ZIP 19072 DATMan is a utility used for editing Warp 9 DAT
""""""""""""""""""""""""""" files. Version 0.3 only adds Geneva compatibility. Use ST ZIP (STZIP23.TOS) to extract this file. SYSOP unable

to verify Geneva compatibility.

#31094 DISSOLV2.LZH 5760 Here's still another new screensaver module for
""""""""""""""""""""""""""" Warp 9 v3.80 or later! This one is called
Dissolve II (a sequel to the original Dissolve module); it does block fades between colorful geometric shapes and darkness, and can also fade into your original screen. Dissolve II works in all resolutions on all Atari computers, and can be run in "demo mode" even if you don't have Warp 9. Copyright 1993 CodeHead Technologies. May be freely distributed. Use latest version of QUESTER's LZH program to extract

#31088 DIVERT.ZIP 3200 This utility lets you redirect the drive accesses
""""""""""""""""""""""""""" for most programs from a hard-coded drive
letter to another of your choice. Most useful for games that insist on running only on floppy drives. Use latest version of ST ZIP program to extract

#31086 SPLIT_11.ZIP 26368 Version 1.1 of Mark Matz's SPLITTER. Just about
""""""""""""""""""""""""""""""" the best way to split a large file across
multiple floppies (or files). It even features CRC checks to make sure everything is okay. GEM based. Extract with STZip

#31085 SINF158.ZIP 36736 Sysinfo v1.58 (Nov 5, 1993) Another "sysinfo"
""""""""""""""""""""""""""""" utility that displays info about the machine
it is running on. Not to be confused with another program w/same name! This one is less comprehensive but much smaller and uses GEM. Also included is a cookie viewer. Docs are in German. Extract with latest STZip.

#31084 2IN1_12E.ZIP 95872 Updated version of the 2in1 archive shell, now
""""""""""""""""""""""""""""" 90% in English. Provides an STZip-like
interface for LZH, ARC, ARJ, ZOO, and ZIP archive programs (not included). Shareware from Germany. Extract with STZip

#31076 CWAC3_02.ZIP 82176 CWAC v3.02 is the latest (and probably last)
""""""""""""""""""""""""""""" version of this _excellent_ archive
conversion program. CWAC supports conversions between ARC, ARJ, LZH and ZIP formats, and even offers automatic conversion of non-archived formats (such as text files). A special option is included for BBS Express! ST sysops that allows CWAC to rename your file descriptions after converting each file. Another option that will benefit many sysops is the ability to keep your old date/timestamp on the converted file. Lots of goodies in this fantastic program. Donation-ware from Lee Offenberger. Please use the latest version of ST Zip to extract.

#31072 LHA_232.ZIP 131840 Christian Grunenberg's LHarc Version 2.32.
""""""""""""""""""""""""""""" This version dated November 30, 1993.
Includes both English and German versions of program and docs. Several bugfixes including the problem with MinixFS, and new options (LHarc as a backup utility). Please use the latest version of ST Zip to extract.

#31071 REVSOU.ARC 233088 This is the Megamax Laser C code for Revolver, a
""""""""""""""""""""""""""" switcher program from Intersect
Software(Interlink) that was never updated for the STe series(TOS 1.06-2.06); maybe someone can change that. Please use ARC602ST.ARC (file #13310) to extract.

#31070 SUPEDCRD.ZIP 135808 Super Card 3 Database and CONVERT 5 Programs
""""""""""""""""""""""""""""" Run EXTRACT7.PRG and press 'A' or 'B'
depending on which program you want. Have a spare disc handy. The program

will then produce a New Super Card 3 or CONVERT 5 Master Disc. SuperCard 3.01 database - supposed to run on all TOS versions, although MegaSTe owners report difficulty. Have Fun. Please use the latest version of ST Zip to extract.

#31057 MONKEY.LZH 5120 .ACC Macro maker Please use the latest version of
""""""""""""""""""""""""""" Quester's LZH to extract (LH5 archive).

#31054 DESKPIC.LZH 63232 Change your desktop to show any .GIF pic.
""""""""""""""""""""""""""" Please use the latest version of Quester's LZH to extract (LH5 archive). Sysops Note: All document files in German. *** A screenshot appears in the color/mono TX2 versions of the GEnielamp. ***

#31031 PATCH02.LZH 81280 This archive contains files to patch Storm
""""""""""""""""""""""""""" version 1.01 to version 1.02. You MUST have previously patched Storm to version 1.01 in order to use these files! Fixes and new features described in CHANGES.DOC You must have the Patch.PRG from the previous patch file to run this upgrade. Please use the latest version of Quester's LZH to extract (LH5 archive).

#31027 HSMODA01.ZIP 61056 New modular version of HSMODEM German serial
""""""""""""""""""""""""""" fix. Corrects RTS/CTS and increases port speeds over 19200 (ie 38400, 57600, 115k) on ST/MSTE/Falcon030/TT. Docs in German. Use latest version of ST ZIP program to extract

#31025 G_ORACLE.ZIP 18432 Here it is! Oracle for STalker : GEnie version
""""""""""""""""""""""""""" 1.3 Automate your online tasks with Oracle. The only such program available that supports the Falcon030 and is able to multitask. SHAREWARE Copyright (c) 1993 Paul Lefebvre Although I have had many people register since Oracle was released, I would like to remind those that haven't yet taken the time to register to send the reasonable $15 fee. It's the right thing to do. Use latest version of ST ZIP program to extract

#30996 AGENDAPT.LZH 41600 AGENDA is an ALL NEW graphic calendar creator
""""""""""""""""""""""""""" from F10 Software that displays events for an entire month in a straight forward and intuitive fashion. AGENDAPT is part of the AGENDA package and contains calendar printing functions that can be used with or without AGENDA files. Calendar formats include 1 Year, 1 Month, 2 Weeks, 1 Week and 1 Day. This demo version of AGENDAPT works in ST hi-resolution only.

#30993 DSP30.LZH 42240 This is Version 3.0 of DSP, the digital signal
""""""""""""""""""""""""""" processing program. Some new graphics have been added and the signal processing routines have been rewritten in assembly lang and are about 4x faster. It also supports manipulating samples in memory.

#30986 POVSH111.ZIP 60928 Shell for POV-works with version 2 do not know
""""""""""""""""""""""""""" about version 1 of POV. TGA's viewable with GEMview 3.01 but not Pchrome3 Extract with latest version of STZip *** A screenshot appears in the color/mono TX2 versions of the GEnielamp. ***

#30983 CALCODES.ZIP 8704 Character set available in TOS 2.06 w/
""""""""""""""""""""""""""" Calligrapher. Also, listing of 2-key character codes, shortcut keyboard commands, and math symbols and ornaments. Handy reference charts you print out with Calligrapher. Use latest version of ST ZIP program to extract

#30963 GEN_SORT.ZIP 5248 An all assembly language GEnie File Listing sort
""""""""""""""""""""""""""" utility, to be used with the ASCII file created with Library Menu Option #2 (LIST FILES). BE WARNED - THIS PROGRAM REQUIRES LOTS OF RAM - if you are going to use this on a LARGE file, you'll have to have LOTS of memory. The ATARI ST RoundTable listing requires a minimum of 4MB. TT Compatible, and even runs in TT RAM. Use latest version of ST ZIP to extract.

#30962 RECIPE42.LZH 89216 The Recipe Box is the leader in recipe storage
""""""""""""""""""""""""""""" systems for the Atari ST line of personal computers. It allows fast and easy storage of up to 2.5 million recipes. The program operates on any ST/STE/TT/Falcon. 1 Meg of RAM and a Hard Drive are recommended. The Recipe Box runs in any graphics mode and will multitask with Geneva or MultiTOS. SpeedoGDOS is also highly recommended. Version 4.2 improves printer control for some printers, fixes a couple of bugs in the Meal-Master import routines, Adds 'visual feedback' and a 'find' feature to the grocery list, and has a new grocery list printout format. Extract with latest version of LHARC

#30961 MOVIE11.LZH 62336 'Movies At Night' is an Extendo-Save Screensaver
""""""""""""""""""""""""""" module for Warp 9. This archive includes a 'player' module and two short 'MOVIES' for your enjoyment. Version 1.1 adds the ability to have a new MOVIE selected randomly at each reboot, or when you reload the module. Shareware from Mountain Software. Extract with latest version of LHARC Note: ST Low or Medium resolution only.

#30951 POVATR20.ZIP 208640 This file contains the executables and
""""""""""""""""""""""""""""" documentation for the Atari release of POV-Ray 2.0: POV2.TTP is for all Atari computers (No FPU) POV2_882.TTP is for 68030 w/68881 or 68882 FPU Requires: POVSCN20.ZIP -> Sample POV-Ray scene description files POVDOC20.ZIP -> POV-Ray documentation Use STZip 2.3 to extract *** Related files are: #30947 POVDOC20.ZIP 200576, #30945 POVSCN20.ZIP 499840. ***

#30950 GV301INS.ZIP 53248 This archive contains the installation program
""""""""""""""""""""""""""""" for Dieter Fiebelkorn's popular GEM-View 3.xx File and Image Viewer. The in- cluded READ.ME file explains the whole installation process in detail. GEM-View 3.xx is SHAREWARE. Unregistered versions feature a 14-days UNRESTRICTED Trial Period. To install the complete GEM-View 3.xx package, you must also download the GVW_DOC1.PAX (docs), GVW_TOL1.PAX (tools), GVW_MDL1.PAX (modules) and the GVW_V301.PAX (program) file. See file descriptors! This file is required to extract the other files in the Gem-View archive. *** Related files are: #30967 GVW_V301.PAX 323712, #30957 GVW_TOL1.PAX 171392, #30956 GVW_MDL1.PAX 67968, #30955 GVW_DOC1.PAX 148352. A screenshot appears in the color/mono TX2 versions of the GEnielamp. ***

#30946 SYSMON.LZH 97408 System Monitor version 1.0.5 from Karsten
""""""""""""""""""""""""""" Isakovic, Germany. An English doc file is included. This program is shareware ($40). Note: Docs state this works on TOS 1.0, 1.02, 1.04, 1.6x and 3.x Sysop unable to verify due to having TOS 2.05 :-(Extract with latest LHARC

#30943 GEMUNF.ZIP 11264 Removes end of lines except at end of paragraphs
""""""""""""""""""""""""""" and spaces and tabs from thebeggining of lines. Source and short [who needs docs??] included. Extract with latest version of STZip

#30937 STSFX27A.LZH 20480 I apologize for those who uploaded the previous
""""""""""""""""""""""""""" version (2.7) and found out a few bugs in it. The original program put all zeros into the ta- bles, but this version has that bug and all the other ones I found have been fixed. This program will patch most STOS files so that they will work on all TOS versions. Increase the Falcon030's compatibility and play some great games written in STOS. For TOS versions higher than 1.62, the program must be at least compatible with TOS 1.62. STOSFX27 will fix the interpreter as well. Read DOC file for details.

#30934 JMPST273.ZIP 33408 JumpSTART 2.73 When I released JumpSTART 2.73
""""""""""""""""""""""""""" for Geneva, I forgot I hadn't released JumpSTART 2.73 for Everybody Else. Here it is. Compatible with all Atari ST/STe/TT/Falcon030 computers FREEWARE Copyright (c) 1992 Paul Lefebvre Use latest version of ST ZIP program to extract

#30932 CP151_16.LZH 17152 This package is only for owners of version 1.51
""""""""""""""""""""""""""" of the Warp 9 Control Panel! (Click the INFO button in the Warp 9 CP to see which version you have.) The program in this LZH archive updates the Warp 9 Control Panel from version 1.51 to version 1.6. The update adds a new feature to the Control Panel: the ability to randomly load a different screensaver module on every bootup. See the included text file for full details on using the new feature. You must have Warp 9 v3.80 or later to use version 1.6 of the Control Panel. Another free update from the kindly folks at CodeHead Technologies! >>>>> Use latest version of QUESTER's LZH program to extract *** See file #30933 CP15_16.LZH 17280 if you have version 1.5 of the Warp 9 Control Panel. ***

#30929 DOC2ASC2.ARC 23168 This is version 1.2 -- new, improved, and
""""""""""""""""""""""""""" robust -- of DOC2ASC, a program which converts word-processor files to plain text, ASCII files. The program will automatically convert all the files of a chosen type (e.g., .DOC, .BAK) which are in the selected path, without your having to select each file individually. It really speeds up large conversion projects. This version has clearer messages, better error handling, and other improvements. Works in mono and color. Use ARC602ST.TTP (#13310) to extract.

#30927 PGP23AB.LZH 280576 PGP (Pretty Good Privacy) ver 2.3 - RSA
""""""""""""""""""""""""""" public-key encryption freeware for ST, protects E-mail. Lets you communicate securely with people you've never met, with no secure channels needed for prior exchange of keys. Well featured and fast! Excellent user documentation. Extract with latest LHARC.

#30925 DSFIX101.ZIP 4352 This program prevents a clash between the latest
""""""""""""""""""""""""""" version(s) of Aladdin and MultiTOS. Version 1.01 fixes a tiny bug in 1.00. Use latest version of ST ZIP program to extract

#30923 TOSHIBA.LZH 23424 This file contains modified MetaDOS drivers for
""""""""""""""""""""""""""" CD-ROMs specifically the Toshiba series, it will also work with NEC units. The software has been tested with the double-speed Toshiba 3401. This file is brought to you courtesy of Mario @ DMC Publishing. Use latest version of QUESTER's LZH program to extract

#30921 NEWEOS01.LZH 16512 New versions of 3 EOS modules: Digital Clock,
""""""""""""""""""""""""""" Squiggly!, and Things That Go Bump. These versions are fixed to display properly in all Falcon screen modes, and can now save their configurations even if the files are renamed (with something

like MOVEPICS). The Digital Clock module has been greatly enhanced, with a bouncing date display, many more configuration options, and an info box. The modules require Warp 9 3.80 or later to work as screensavers, but can also run in "demo mode" for 2 minutes without Warp 9. By Charles F. Johnson. Copyright 1993 CodeHead Technologies. May be freely distributed.

#30913 JUMP_STG.ZIP 21632 JumpSTART 2.73a for Geneva Geneva-compatible
""""""""""""""""""""""""""""" version of JumpSTART. This version has 3D buttons and works as a multitasking shell. See file #24997 for the original version of JumpSTART with com- plete documentation. FREEWARE Copyright (c) 1993 Paul Lefebvre Please use the latest version of ST Zip to extract. *** A screenshot appears in the color/mono TX2 versions of the GEnielamp. ***

#30905 BLITZDMO.ZIP 27008 Version 1.47 - Fully functional demo of
""""""""""""""""""""""""""""" Blitzschnell the hard drive defragmenter/optimizer. Automatic defragmentation not as fast as the registered version. Offers wide range of functions not to be found on ANY other Atari Defragmenter/Optimizer!!! Allows manual manipulation of clusters/files, Tracing, Moving, Clearing, and Zeroing of files. Has two mapping modes with info on any cluster just a mouse click away! ShareWare from DataBasement Software.

#30893 KITTYLK2.ZIP 8192 Same excellent software lock utility with two
""""""""""""""""""""""""""""" new features! 1) Can customize the password. 2) Can configure The Kitty Lock so it will engage (lock) a set time after accessory is loaded in! Now you can insure your system will be locked in case somebody else even tries to use it! Another fine ShareWare product from E.Monaco and DataBasement Software!

#30890 MS21_PRG.LZH 36480 Magic Spell v2.1 nixes some bugs that creeped
""""""""""""""""""""""""""""" into the last version. Some small changes have been made as well (as a result of user input). USERS OF PRIOR VERSIONS: All you need is this main program to replace your older version. All other files remain the same. NEW USERS: You MUST also download file #30889 in the GEnie Library called MS21FILS.LZH to run this program. Magic Spell is a challenging game for kids & adults that will help you improve your spelling. It includes an editable dictionary that can be added to + too many fea- tures than can be fit here. Runs in ST medium & high resolutions. A hard drive is recommended. Read ALL THE .TXT files first!

#30889 MS21FILS.LZH 81408 These are the companion files that are required
""""""""""""""""""""""""""""" with the program Magic Spell which is available in another archive. This does not contain the main program. You must download the program separately in order to run Magic Spell. This was done to speed up download time for those who have earlier versions. If you already have an earlier version you don't need this. You can just download the main program and replace your earlier version with it. Extract with latest version of LHARC

#30842 COMA_140.ZIP 173440 This is a demo Fax program. It is cripple-ware
""""""""""""""""""""""""""""" as it will only send the first 100 lines of a fax. Docs in german but the program runs in english or german. A good way to get your feet wet in the world of faxing. Tested on a STe. Tested on an ST and TT

#30834 CLASSDOC.ARC 3200 This is a general introduction to and overview
""""""""""""""""""""""""""""" of CLASS, a computerized gradebook program for teachers. This text file describes the major features of the program,

including recent and current versions. The program itself is listed as CLASS_46.ARC (#30833) in the Education Category of this library. This file is NOT included with the program. Use ARC602ST.TTP (#13310) to extract.

#30828 AGENDA_C.LZH 38912 AGENDA is an ALL NEW graphic calendar creator
"""""""""""""""""""""""""""""" from F10 Software that displays events for an entire month in a straight forward and intuitive fashion. AGENDA works as a program or as a desk accessory. Features include icons (graphics), duration event banners, search, print and more. Easy and fun enough for children too! This version of AGENDA works in ST Med-resolution only and has limited functions for all months except December. Check out the READ_ME.1ST doc for setup information. *** See file #30731 AGENDA_M.LZH 38528 for the monochrome version. A screenshot appears in the color/mono TX2 versions of the GEnielamp. ***

#30817 RUNR161P.ARC 184960 Program files for Runner. Organize programs
"""""""""""""""""""""""""""""" into easy-to-use menus. Lets you assign them to QuickKeys for fast access, and run them by clicking on document files. Has built-in file viewer with search & backup. Hang up any .PCx or .PIx pic for a background. Run and view files not in menus. LOTS more features. See RUNR161N.ARC for overview and complete list of new and old features. ST Low/Med/High res, no Falcon or TT yet.... Also see RUNR161D.ARC for extensive documentation (includes RUNR161N.ARC files) and RUNR161B.ARC for background pics. Ideal with Universal Item Selector! -Sysop Note- Ran on a TT - *** A screenshot appears in the color/mono TX2 versions of the GEnielamp. ***

#30808 ESSCOD46.ZIP 61312 ESS-Code version 4.6 by Michael Forget.
"""""""""""""""""""""""""""""" ESS-Code converts binary files to ASCII files and ASCII files into binary files. This is useful for converting files found on the Internet with the exten- sion .UUE or .UAA. Version 4.6 features support for Multi-TOS and command lines. It also has a great Enhanced GEM interface and online help. Please use the latest version of ST ZIP to extract. *** A screenshot appears in the color/mono TX2 versions of the GEnielamp. ***

#30785 F22_PR.TXT 6016 This file contains information about the release
""""""""""""""""""""""""""" of Flash II version 2.2. Version 2.2 is fully Falcon030 compatible and now has support for all 4 serial ports on the TT030 and MegaSTe. File can be <L>isted or <D>ownloaded.

#30784 F22UPG.LZH 159104 Flash II version 2.2 is now released. This file
"""""""""""""""""""""""""""""" will upgrade any old version of Flash II to version 2.2. UnLZH the file and follow the easy directions built into the program. See our press release for details on the upgrade. This version provides for full Falcon030 compatibility and adds support for all serial ports on the TT030 and MegaSTe.

#30768 STKEEP56.LZH 437376 ST-Keep BBS is fully configurable for
"""""""""""""""""""""""""""""" sysop/user preferences. Supports up to 32000 users, rooms (SIGs), and file areas, 255 doors (games), 15 groups, etc... Many automated features. XYZmodem file transfers, VT-52, ANSI terminal emulation, etc. Fully working version. Extract with Questor's LHARC201

#30760 FIXDATE0.ARC 5888 Program to set IKBD clock from GEMDOS clock.
"""""""""""""""""""""""""""""" Place it into your AUTO folder AFTER the program that sets the GEMDOS clock from the battery-powered clock. Freeware with C source. Extract with ARC602 or similar

#30759 M_QWK119.LZH 82176 Mountain QWK is the finest QWK compatible
""""""""""""""""""""""""""""" Offline Message Reader available for the Atari ST. Version 1.19 fixes a few minor bugs, and adds Offline Conference Configuration for the T-Mail mail door. This Demo version allows 10 messages per conference. Extract with latest version of LHARC

#30741 DOGFIGHT.ZIP 277504 HELLO DEVOTED ATARI USERS Try out the latest
""""""""""""""""""""""""""""" 'MicroProse' Simulator for the Atari ST. Dogfight is just that, a great Dogfighting Simulator. Choose between many different Planes (Limited on the Demo version). Take your Harrier Jump Jet and fight the Red Baron. Enjoy... Please don't forget to READ the 'MUSTREAD.1ST' text file included in DOGFIGHT.ZIP. Thank you for your support at STeve's!!! STeve Use latest version of ST ZIP program to extract Not compatible with TT/030.

#30736 UNCLCARL.LZH 16896 Catalog descriptions for Albion, Belef, Best
""""""""""""""""""""""""""""" Of, CarlFsel, Clock 8, ColorTxt, CopyCats, Disabler, FastBits, FileCopy, Fortune 230, FStop, GFA Help Files, GenLabel, Grampa, HeidiSeek, KillIt, MIDINote, MoonTrex, NAARJEK, NeoMoeba, NeoRam, NewTrash, Ocultar, ProFile!, ProLock!, ShowStuff, MIDI Strobe, UncAlert, UnclMaus, UncleRam and Volume. Please use the latest version of Quester's LZH to extract (LH5 archive).

#30733 MDTST105.ZIP 41600 This is the latest version of this modem
""""""""""""""""""""""""""""" testing utility. It now operates with EXAR based FAX modems, and also provides more information than before, such as your modem's buffer size and whether or not it supports hardware flow control. Also gives you ability to save test results into an ASCII file. This is version 1.05 -- other releases have been 1.02 and 1.0. For those of you who haven't seen the other versions, this program will test a FAX modem to see what Class it is, whether it has Caller ID / Silent answer, etc, and whether it's STraight FAX compatible. Includes info on TOAD HOLIDAY FEST '93! Enjoy! Dave @ Toad -- (800) 448-8623 (orders)

#30719 SPLASHDM.LZH 15616 Splash is a combination of 3 programs which
""""""""""""""""""""""""""""" allow you to display any Degas or Prism Paint picture or scanned image on your desktop. Included are programs to convert Degas or Prism Paint images to Splash format, adjust the palette and contrast of the images, and a program to display the images . This demo version is identical to the full-featured version except that there is a 10 minute time limit on the display program. Use latest version of QUESTER's LZH program to extract.

[*][*][*]

Sometimes files are removed from the library after we publish this magazine. In many cases, the removed file has been replaced with an updated version of that file. If you can't find one of the files listed here, there is a way to check for a newer version. Do a keyword search on the library using a word that describes the file you are looking for. Chances are, you will find a newer version of that file, or another file that meets your expectations.

[EOA]
[PDQ]//////////////////////////////

PD_QUICKVIEW /
////////////////////////////////
[*]Yours For The Asking
""""""""""""""""""""""""""

By Fred H. Koch
[F.KOCH]

Program Name	:	Blitzschnell Hard Drive Defragmenter and Optimizer
Filename	:	BLITZDMO.ZIP
Library Area	:	10
Program Number	:	30905
File Size	:	27008
Program Type	:	Disk defragmenter
Author	:	Erin Matthew Monaco
Version Reviewed	:	Version 1.47 Beta Release
File Type	:	Shareware, $23.00

[*][*][*]

WHAT IT IS """""""""""
This program is designed to defragment files and folders, clean up directories, and help keep your File Allocation Tables in good shape. This program can alert you to a number of problems and will try to work things out.

FROM THE AUTHOR """""""""""""""""
This program offers a unique visual perspective of your drives data. The program is designed primarily for hard drives. While it can be used on other mediums providing it can identify the FAT format, it is not intended nor recommended that you use this program where physical copy protection is present.

This demo version is fully functional! The only difference between this version and the registered version is speed... the auto defragmentation on this version is slower than the registered version. There is a small glitch which causes some dirs to give an error message yet there appears to be nothing wrong with the directory. In these cases blitzschnell will alert you of the error and its number and abort... you won't be able to use it on that partition.

MENU COMMANDS:

"About Program" - Brings up a credit dialog.
"Select" - Allows you to select a new drive to work on.
"Map" - Visually maps drive to work window.
"Toggle Fat" - Allows you to switch between the two FAT's.
"Info" - displays info from boot sector and bios parameter block.
"Trace" - allows selection of single files.
"Quit" - exits program and returns you to the desktop.
"Move" - allows selected "highlighted" clusters to be moved.
"Reserve" - allows you to mark clusters so the OS won't use them.
"Free" - allows you to free clusters entries.
"Zero" - allows you to zero actual cluster contents.
"Warnings" - Can turn most warning alerts on or off.
"Short View" - Toggles between Blitz's two viewing modes.
"Optimize Dirs" - Removes deleted file entries (may save space)
"Consolidate" - Packs all data clusters before all empty clusters.

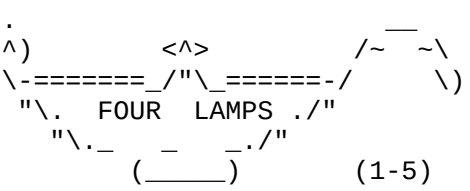
"Defragment" - Will automatically defragment your drive(s).

Once a drive has been mapped, boxes will fill the work window, each box represents a cluster of your drive. "*" means the OS has marked this cluster as damaged. "Delta" (a triangle) means that either the OS forgot to free all the clusters of a deleted file, some mishap caused the FAT to be corrupted or somehow a file got scrambled up and these may be parts of it. A blank box indicates that the cluster does not belong to any file present, not necessarily that it contains no data. In the short viewing mode (default) "X" simply means the cluster belongs to a file, while in the extended mode the boxes will be filled with three letters, any combinations such as "AAA" will all belong to the same file.

"Info" displays information from your bios parameter block and from the drives boot sector. Like number of data clusters, sectors per track,and much more, like; "#Orphans" correspond to # of deltas. (Triangles) (See "Cluster Symbols" for more information). There is not much hope recovering orphaned files, but you can "Free" these clusters so the OS can use these clusters in the future. "#Out of Range" is the number of FAT entries that had illegal values. "# Fragmented" is the number of fragmented files. "# Errors" the number of disk errors encountered on the drive. "Condition" is a rating of drives condition based on the # of Errors encountered.

Automatic degragmentation is completely automatic. I recommend at least 1 Meg free memory when using this option. 512K will work but be sure that you don't have any accessories or TSR programs installed. After choosing it an alert will pop up asking you if you want to defragment the currently selected drive. Select "OK" and watch it fly!!! Blitzschnell (lightning quick) now lives up to its name. There is no longer a limit on the size of a file it will defragment. As before it WILL defragment a FULL drive. When you defragment a drive the window's info line now shows info on the defragging process. Now you can see at a glance whether or not Blitzschnell appears to be working or not.

[*][*][*]



DOCUMENTATION GOOD

PD_Q COMMENTS Blitzschnell is one of the few shareware defragmentation programs. It performs well and provides useful information on the condition of your drive so you can decide if you need to defrag the drive or not. It is one of the few defragmentation programs I have seen which will defrag a full drive. Most require some free space before they can accomplish their task. This can be a real benefit if you constantly keep your drive full as I do.

The unregistered version took approximately 12 minutes to defragment a slightly fragmented 14 meg partition. I don't know how much this would be decreased by the registered version, the examples listed in the docs indicate this is about twice the time which would be required by the registered version.

The disk map takes multiple screens to view the entire disk. This provides great detail but also requires many screen scrolls to view the graphical representation of the disk condition. I had a problem with the screen double scrolling with each mouse click. It could be attributed to TOS 2.06, but I have only seen this with one or two other programs. The info screen provides a good tabular summary of the disk condition and is built very quickly making it much easier to check the drive partions.

Overall Blitzschnell is a stable program which performs well. I did run into the directory error mentioned in the documentation which prevented Blitzschnell from working with my most used and thus most fragmented partition. This is the only limitation, but it could be a significant one since there appears to be no way to get Blitzschnell to work if you run into this problem. The author is working on this but it is difficult to correct since he can't duplicate it consistently on his system. Fortunately the demo version will allow you to check if you have this problem before registering the program.

If Blitzschnell works on all your drive partitions, it is a good alternative to the more expensive commercial disk defragmentation programs.

[EOA]
[MEL]////////////////////////////
MEL'S MANOR /
////////////////////////////////
Enhancing ST Aladdin via Geneva
""""""""""""""""""""""""""""""""
By Mel Motogawa
[M.MOTOGAWA]

What Is It? Geneva is an intriguing multitasking application environment
""""""""""" recently released by Gribnif Software. Besides allowing you to experience multitasking on an ST, it offers more than 6 accessories at a time and up to 256 open windows, better looking windows and dialog boxes, tear away menus, keyboard equivalents for menu bar items and dialog/alert buttons, an alternate file selector and mouse pointer, a built-in help system and much, much more. Besides offering impressive power, Geneva puts the fun back into one's general use of the ST and I've found it enhances my use of ST Aladdin. Here are a few examples.

Custom Hotkeys Since Geneva allows you to alternate between open windows
"""""""""""""" via a user definable keypress, I find this convenient when editing replies to messages or email. The Shift-up/down arrow key combos move you up/down one screen at a time in ST Aladdin, so I assigned a nearby key combo, Shift-Insert, as my Geneva window cycling hotkey. Now I can quickly switch between the message window and my reply without using the mouse, and moving up/down in the message/reply window is very convenient.

For those times when you want to respond to several emails or messages in one reply, you can load these into Edhak, a great GEM desk accessory editor, and then cycle between your ST Aladdin reply window and Edhak, keeping both open. This is very convenient versus constantly

opening and closing your Edhak window (or topping/untopping it via the mouse) to reread your email or messages while composing your reply. This also works well if you're using Edhak to Kwiksend various parts of a file into the ST Aladdin editor or some other GEM application. Edhak is always ready, right behind your open window, just waiting to be topped by Geneva's window cycling hotkey.

Geneva's ability to select menu bar items from the keyboard makes it easy for me to select menu bar items that don't already have a keyboard equivalent. Formerly, I used Codekeys to execute mouse click on the appropriate item(s), but now I tell Codekeys to execute the Geneva equivalents for the menu bar, which seems slightly faster. And when it comes time to edit a menu bar macro, Geneva's keyboard equivalents are much easier to use then editing X,Y coordinates.

Alert Box Enhancements
""""""""""""""""""""""""

Geneva's keyboard equivalents for alert and dialog box buttons makes it easy for one to respond to many of these in ST Aladdin. In particular, the alert that pops up when you reach the end of one RT's messages. If I don't want to proceed to the next RT's messages, I simply press Undo and the "No" button of the alert is selected. No more reaching for the mouse. But if you prefer the mouse, Geneva has an option for having the alerts follow the mouse, which means that this alert will always pop up beneath your mouse pointer for minimal effort in positioning over the appropriate button.

Making Some Room
""""""""""""""""

I enjoy seeing as much text as possible, so I have my GEM window vertical scroll bar set to a width of 2 in Geneva. (Yes, you can set the width and height for the title bar and sliders on GEM windows with Geneva.) I get a tad more horizontal resolution but can still see the scroll bar for those times I have to use the mouse when the usual Shift-up/down arrows have no effect.

Customability
"""""""""""""

If you find yourself accidentally hitting a key combo that you're accustomed to using with one of Geneva's options, yet ST Aladdin uses it for a necessary function, you can use Geneva's Reserve Key function to have Geneva ignore this key combo while ST Aladdin is running and pass it on to ST Aladdin. A very thoughtful touch by Gribnif.

And although I've never really had a problem with it, if you find the scroll gadgets on the ST Aladdin's File Library List's window to be a little touchy, you can adjust the Window Gadget Repeat Delay in Geneva, which allows you more time to let go of the mouse button before the window scrolls again.

Geneva certainly is a great program that offers many more powerful features and options. The enhancements it offers to so many programs makes it well-nigh indispensable. Check out the latest Geneva information in Category 17, topic 19 in the ST Roundtable.

[EOA]
[PDP]////////////////////////////
PD_QUICKPICK /
////////////////////////////

[*]A Recommended Program
"""""""""""""""""""""""""""

By Fred H. Koch
[F.KOCH]

Program Name	:	Fractal Generator v 1.00 Mandelbrot sets
Filename	:	FRACTGEN.LZH
Library Area	:	28
Program Number	:	31055
File Size	:	45312
Program Type	:	Fractal Generator, All resolutions
Author	:	Jon Marshall
Version	:	1.00
File Type	:	FreeWare

[*][*][*]

WHAT IT IS FRACTGEN is a fractal generator for the Atari ST/TT/Falcon
"""""""""" range of computers. It is designed to take account of the power of the Atari range and utilise extra hardware if available. For instance, the classic Mandelbrot image can be generated in less than 25 seconds in ST Low rez on a standard ST when using Fractgen. Virtually any screen resolution can be catered for and full use will be made of 68881/2 maths coprocessors and 68020/030/040 processors if present.

FROM THE AUTHOR For those of you who don't know what most fractal
""""""""""""""" generators are they can usually be summed up in a single phrase, "Beautiful, and usually psychedelic, computer generated pictures". They are generated by repeating generally simple equations involving complex numbers many times, something which a computer can do quite rapidly. You do not need to know the maths behind fractal images to generate enjoy the beauty behind the images.

Fractgen takes over the entire screen and is operated via a system of popup menus and dialog boxes. The program will always be generating an image unless it has finished or is waiting for user input. Upon loading it will immediately start drawing the classic Mandelbrot image.

Whilst an image is being generated the left mouse button can be used to 'magnify' an area of the screen (zoom in), and the right mouse button is used to call up the main menu. You may have to wait a second or more for a mouse click to be acted upon.

In magnify mode you can select an area of the screen to zoom into. Note that you do not have to wait for the screen to finish generating before zooming in - this can be done at any time. Use the mouse and hold the left mouse button down to select an area to magnify to full screen size. Fractgen will then start drawing the image in detail. If you hold the right mouse button down before selecting an area to magnify, or when you release the left mouse button after selecting an area then the magnify option will be cancelled.

When the main menu has been requested it will be displayed at roughly the current mouse position over the fractal image being drawn. You can then either select an option or cancel the menu by clicking the left mouse

button off the menu area, i.e. over the fractal image.

Main Menu Options
"""""""""""""""""

Home: This will zoom out the current image as far as it can go.

Back up: This will take you to the previous image being generated, i.e. the image that was being generated before the last zoom, which will have been saved if memory permits.

Save: Save the current fractal image.

Colours: Change the colour palette values.

Fractal: Choose a different fractal.

Options: The options range from changing the current fractal being drawn by entering new coordinates, to drawing options such as coloured decomposition.

[EOA]
[FUN]////////////////////////////
SEARCH_ME /
////////////////////////////////
Online Puzzle Fun
"""""""""""""""""
By Scott R. Garrigus
[S.GARRIGUS]

>>> SEARCH_ME! <<<

IT'S TIME TO GET OFF MY BUTT! Every year I resolve to change something about myself and every year I either try and fail to do so or I don't even try at all. Well, 1994 is here already and I think it's time to get off my butt! That's not to say that I've been sitting around doing nothing for the past year. Quite the contrary, I've been working on getting my musical career started and have finally finished recording my first album, Pieces Of Imagination (anyone who would like more information about it please feel free to send me some email :-). Still, I always find myself wanting to accomplish more and that's exactly what I've resolved to do. Well, that and to try to be an even nicer person than I already am. <grin> What this means to all of you is that I'm going to try and make this column more informative than I have in the past. That way you can have a little fun but also learn a few facts while your at it. I'm still going to cover different places on GEnie but I'll also write about other subjects every once in a while.

Now being self-employed, at least part-time anyway, is not something I know a lot about so I've decided to add the Home Office and Small Business roundtable to my RT list in Aladdin this month. Just about everything I've ever wanted to know about running my own business or being self-employed and working from home, I can learn here. Of course, nothing is a substitute for a competent lawyer but you can learn quite a bit on

your own without having to resort to paying somebody else for the information. The HOSB is run by a very professional staff including Janet Attard, author of many business related books such as The Home Office and Small Business Answer Book (her latest project). In the bulletin board you'll find topics covering such subjects as income taxes, bookkeeping, contracts, copyrights, patents, consulting, marketing, and health insurance, etc. The library contains thousands of files including shareware and freeware programs for business. And recent real-time conferences covered subjects on income taxes, copyright law, and personal organization.

A couple of things I've learned already is that I don't actually have to start a business right away to sell my music, I can just file as being self-employed. This will make things a lot easier while I'm learning the ropes to starting a business and so I can do it the right way. I also learned that I'll be able to claim any of my music related purchases in the past year as expenses. Very cool! These may seem like simple business matters to you but hey, I'm just starting out and besides I'm a musician. That should explain everything. :-)

So if your interested in business or you need to find some answers to your business related questions then check out the Home Office and Small Business roundtable. But before you go, as always, your obliged as a member of the Secret Search-Me Club to solve this month's puzzle. You'll learn all those nifty business terms and maybe have some fun doing it. Don't forget your secret decoder ring... see ya next month! :-)

>>> HOME OFFICE AND SMALL BUSINESS RT <<<

~ Keyword: HOSB, Page 370 ~

P F C Q Z O O G C I A U S M F R J J F G G O
C W C J J X K K N O T P Y T X Z E E N H C N
Q E A E S K U S A S N G W T H B C I M P A E
J U N M L D U J S E A S N A U G T G S O C K
R H A O V R R E T L R R U G I N I S H I H J
A E C C A C R G N F O U C L U V E R F L P U
M Z J N C P G L E E K K E O T N O F Y B J S
A U C I E F F X T M P R C N I I O G O P T N
R E B Q T J P I A P K C E S E H N O D C O P
K S L C U M Q A P L A R U W A R K G A X A C
E F E Q P L M D Q O S B A S Q K P R G Y D S
T M P F S E X A T Y W W I M E A T E R L V L
I D E L U Q H I Q M A J S E E N Z O R A W N
N T S R R B B Z B E L F P E O D L G P T I X
G U Z L C F L C S N L I O C T L A H H I N S
N V U H N H G Q J T N G G W Y T M R G P T E
D Z F Z P Y A P A G L V G O L U E H T A T U
W E U R U Q X N G W J U L J J D X M P C Y A
W V W I O Z E F T Z F S B G N I C N A N I F

ACCOUNTING	BOOKKEEPING	BUSINESS
CAPITAL	CONSULTING	CONTRACTS
COPYRIGHTS	ENTREPRENEUR	FINANCING
HOME	INCOME	INSURANCE
LAWS	MARKETING	MERCHANT
OFFICE	PATENTS	PAYROLL

SELFEMPLOYMENT TAXES TRADEMARK

[*][*][*]

GIVE UP?
"""""""""
You will find the answers in the LOG OFF column at the end of the magazine.

This puzzle was created with a freeware program called SEARCH-ME 2, an Atari ST program by David Becker.

[EOA]
[CAI]////////////////////////////
COMPUTERS AND INVESTING /
////////////////////////////////
[*]Part Three
"""""""""""""""
By Sanford E. Wolf
[S.WOLF4]

~ (Copyright (C) 1993 by Sanford E. Wolf, All Rights Reserved) ~

>>> Prologue <<<

A recent chart of ATC will again be viewd in the TX2 verison of this article.

The main part of this installment discusses reasons for using a price/volume chart to help in making investment decisions. Procedures for obtaining data and generating charts are presented. A most important application, Technical Analysis, will be reviewed in the next issue.

Finally, a brief "opinion" section discusses violence in interactive video games.

>>> Why Use a Chart? <<<

To Buy
"""""""
So you heard of a stock and call a broker for a quotation. You are told "17 5/8, up 3/8". So what. Is that a good price? It went up, but does that mean the stock is doing well? After studying various sources of information, you conclude this is a company you want to invest in; but is this a good price, or would it be better to wait another few days. Maybe it's altogether too late because the company has been in the news a lot recently, and your original source was a remark overheard at a cocktail party -- we all know what that means :-).

One way to get some feel for whether or not a particular price is good, or the time is appropriate to buy, is to look at a history of the stock's price movement and it's associated trading volume. You don't need to be a technical analyst, or even skilled at reading graphs. A chart showing price and volume over a recent time period can give any person interested

in investing a sense of where a stock has come from pricewise and where it stands relative to recent trading activity. If you devote even minimal effort to learning something about how to analyze such a chart, even in the simplest of ways, you might even get some rough sense of how the price may move in the near future.

To Sell """""""" What about selling? For most people, this is the most difficult decision. Once you have a stock, keeping a current graphical picture of its price movement should help provide some sense of when to sell. Merely reading it's previous day's closing price in a newspaper gives very little idea of how your stock may be progressing pricewise. Is the steady 2 year rise slowing down? Has the recent fast move up gone too far? Does the drop over the past 4 days mean something is wrong and maybe you should sell, or is it just a normal fluctuation? It is unlikely -- but not impossible with practice -- that you will get a precise idea of when to sell from your chart, but you will have a very useful picture to help make a judgement. Again, if you devote some effort to learning how to interpret certain patterns which show up on charts over and over again, you may be able to enhance your ability to make buy and sell decisions.

Just Looking """""""""""" Most people find it easier to understand a situation involving many numbers when the numbers are arranged in a graphical format. If nothing else, a price/volume chart will do this for you. How much more use you choose to make of the chart is up to you. As we will see, there is much help which can be obtained from a well presented chart. Lots can be learned from discussions here on Genie. Many books, news letters, and a few specialty magazines, are also very helpful.

>>> How to Obtain the Data <<<

Many souces of historical price/volume data are available. Years ago, I used to spend an occasional afternoon at the main New York City Public Library copying out data on stocks. That dates me! Today, numerous sources provide the data, quickly and accurately, right on your desk top at your command. If, one day, you hear of 2 or 3 interesting stocks, that night you can generate the relevant charts on your computer screen in half an hour -- provided you have appropriate software and access to the raw data.

My principal source of historical data is the //HQ data base on Dow Jones News/Retrieval. This supplies daily data for a year, and monthly and quarterly data going back 15 years. When I start looking at a stock, generating a daily chart is part of the routine. Longer term charts are often useful as well. (DJN/R also provides historical price data for most mutual funds.)

Daily updates are readily obtained from the same //HQ data base, or, as I find more convenient, from the Current Quotes (CQ) data base (page 270) here on GEnie. I usually access GEnie CQ twice each evening: once to see the closing prices on my mutual funds, and again, through my charting program, to update charts on the 15 - 20 stocks I may be following at a given time. Downloading the daily data for 15 stocks from GEnie requires less than a minute -- that's about 5 cents per day! (GEnie's CQ actually provides the current day's and the previous day's Hi/Lo/Close/Volume data.)

The following is an example of what Genie's CQ provides:

Tick	Description	TP	C	Date	High	Low	Close	Vol 100s
ATC	ATARI CORP			12/15	6.375	6.000	6.125	6246
				12/14	6.875	6.500	6.500	4693

Tick	Description	TP	C	Date	NAV	Offer Prc
MUTHX	MUTUAL SER FD INC		X	12/15	86.630	86.630
				12/14	86.620	86.620

>>> The Software <<<

Stalk The Market If we were addressing PC users here, a review of available downloading/charting software would require several monthly columns. Fortunately or not, there is only one good program available for the Atari ST family of computers, Stalk The Market (STM). I don't propose to get into a full review here, but the use of STM to download and generate a chart will be described briefly, just to show how easy it really is.

The first step, after properly installing the program, is to set up a portfolio list of the stocks you want to look at; this is nothing more than entering a list of stock symbols into a dialogue box. STM provides downloading routines which automatically dial up and access DJN/R(//HQ), or GEnie(CQ). Select the data service you want to use, assuming you have access to that service, and press the "download" button. Then sit back and watch. STM downloads the data into an intermediate file -- it takes about 1 minute to download a year of daily data for one stock from DJN/R, or seconds per stock to get a daily update from GEnie. STM exits from the data service, hangs up the modem, and then edits and transfers the data from its intermediate file into special files maintained for each stock issue. (By using a Ram Disk, you can cut the entire process down to a few minutes. If you have previously established appropriate analytical parameters, STM will even flash buy or sell signals as it updates each stock file; but more about that in a later installment.)

STM automatically generates a chart for each stock, and places it on the screen at your command. This process takes seconds. The Atari chart generated by STM is attached to this issue of GEnieLamp.ST.

Next Time -- Chart Analysis Some of the basic analytical techniques one can use in reading charts will be discussed. It will be demonstrated how even the simplest methods bring a degree of clarity and sense to the reading of the "wiggles, zigs, and zags" which the neophyte first sees when looking at a stock chart. It is seldom just a case of random motion.

[*][*][*]

>>> My Opinion <<<

" ...to influence the standards of mankind

for generations to come." - T.S. Eliot

The advance of civilization has been marked by a gradual distancing of violence from daily life, and the development of more benign means of social intercourse. Sublimation of aggressive behaviors by both individuals and groups is one benchmark of a civilized society. It seems incumbent on each succeeding generation to pass on these tendencies, even promote them, if our human species is to survive in the face of ever advancing technological capabilities to kill, maim, and destroy.

Unfortunately, although their numbers shrink with time, there are people who delight in sticking their faces right up against their fellows' and daring them to do something about it. This aggression might not be so bad if it were limited to verbal expression, except that many of these same people insist on their right to educate their -- and our -- children to do the same and worse. By doing so, they rob children of their right to participate fully in the growing tide of intellectual endeavor and social responsibility which will undoubtedly become even more important in the human future. We do our progeny a favor by starting them down the latter path as early in life as possible.

The recent spate of publicity given to violence deliberately programed into interactive video games demonstrates one aspect of the above described situation, especially as it applies to education of the young. A special topic has been set up in the Atari RT -- Category 26, Topic 11 -- for discussion of these issues.

A particularly incisive contribution was posted by ST.LOU, whom many of us esteem as the host of Real Time Conferences on developments at Atari, but who also "wears another hat... that of educator". Although his permission to quote excerpts in this space has not been sought -- I don't think it is required -- I was so impressed by the relevance of his message that I wish to repeat part of it here.

>>>>> Consider the power of video games: their interactive nature
""""" combined with the increasing 'reality' of this medium provides a most significant impact on the psyche of impressionable children.

Think about it... we use interactive methods in educational software to provide effective training. The software is specially designed to appeal to the students through the stimuli of color, sound and action. Children are naturally drawn to participate and internalize. This is the foundation of the entire "learning through play" philosophy in our current educational system.

The same children go home and turn on their home 'educational' systems - video games. Same media, same stimuli, same effects. Many of those games are entertaining, harmless and, may even be educational. OTOH there are some very violent games that have the same potential to shape behaviour as the good ones. (ST.LOU, CAT26, TOP11, MSG:12/M475)

(Back to real time) All too often, it is parents who would prefer that their children _not_ progress in the direction laid out by these violent video games, who are victimized by the proliferation of these games in the environment in which their children function. It is a problem of growing seriousness. Those who insist on their "right" to traffic in violent

"games", clearly designed for an adolescent audience, would be well advised to rein in their own aggressiveness before others do it for them, and we all end up losers in the process.

[EOA]
[CON]////////////////////////////
CONNECTIONS /
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The unsung hero of Xmodem
""""""""""""""""""""""""""""

By Al Fasoldt
[A.FASOLDT]

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Ward Christensen is a name to remember. In the infancy of home computers, before the IBM PC was born and before the Apple Macintosh and the Atari ST were ever dreamed of, Ward Christensen invented a foolproof way for computers to send files back and forth by telephone.

He knew that telephone lines around his home in Chicago couldn't be trusted to transmit every little beep and blip that comes out of a computer's modem in perfect order. Phones were made for people, not computers, and any kind of a bad connection can turn a computer file into a bunch of gibberish. That's bad enough when you're sending a note to someone, but it's deadly when you're trying to send a file. Even one byte out of place in a program file can make your computer lock up.

So Christensen came up with a way of wrapping computer data inside a protective packet. Each packet was small -- only 128 bytes, about the size of a typical sentence in this article -- and was sent to the other computer with a brief code attached to it.

The code worked like a passport photo. The computer that was sending the data took a quick snapshot of the data (in a mathematical way, so to speak) and sent the snapshot along with the data. When the packet containing the data and the snapshot arrived at the other computer, the receiving computer looked at the snapshot and then scanned the 128 bytes to check for a match.

If something was wrong -- if the bytes that were more or less waiting at the border of the receiving computer didn't match this passport photo -- that computer sent the 128 bytes away with a message to come back and try again. This could happen as many as 10 times for each packet of 128 bytes before the receiving computer gave up all hope and shut down the transmission.

Technically, what was going on involved computations of checksums. These are the combined totals of numbers, using the actual numerical equivalents in all the bytes. (All computer information is made up of numbers, so a quick computation is very simple for computers.)

The sending computer added them up, and sent the results -- the checksum -- along to the receiving computer. It, in turn, did the same thing, then compared its results to the checksum that came along with the

packet. If they matched, it let the data through and called for another packet.

Christensen called his method "Xmodem," which stood for "Xternal Modem." At the time that Christensen developed his system, all modems were what we now call external (attached to the computer by a short cable), but he was referring to a modem that was far away, on the other end of the telephone line. Xmodem quickly became the standard way of sending files from one computer to another, and this, in turn, was a major catalyst in the revolution in personal computing.

Xmodem is still being used today in both the original version, called Checksum Xmodem, and in an improved version that does more intricate math, called CRC Xmodem.

Other methods have become popular, each one building on the success of Xmodem. One improved method -- or "protocol," as these file-transfer methods are called -- is Ymodem. It sends data in larger packets, and is able to send more than one file at a time. It can also send the name of the file along with the actual data.

But the king of protocols is now Zmodem. It's the most widely used method, and has been built into nearly all the latest telecommunications programs for PCs, Macs, Ataris and Amigas. Even Unix computers, which had been stuck with an odd scheme called Kermit for a decade, are now able to use Zmodem.

Zmodem is super-smart. It's able to ask the receiving computer to do a lot of the groundwork in transferring files. When two computers link up using Zmodem, they actually talk to each other to find out whether the files that are about to be sent already exist on the receiving computer. If they do, Zmodem is able to decide whether the files should be replaced at the receiving end (if they are older versions, for example), or if they should be left alone.

Zmodem also is able to pick up where it left off, if a file transfer has been interrupted. In the most advanced version of Zmodem, sold by Zmodem's inventor, Chuck Forsberg, the calling computer will even redial and resend the rest of the file, all on its own.

But Xmodem still has a place. Of all the protocols that do any kind of error-checking, it's the leanest and fastest in some situations. And it holds the honor of showing how the whole thing could be done.

Ward Christensen never received the kind of reward his invention should have brought him. He never got rich, never rose to the top of a major software company and never became a household word. Instead, he continued to run his computer bulletin board -- the world's first BBS, by the way -- and has remained active on the national online services. When it comes to unsung heroes, here's one guy who should get a whole chorus.

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FUTURE SPACES /
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Pondering The Future
""""""""""""""""""""""

By Gene Windell
[E.WINDELL]

The Final Frontier? To me, the most fascinating thing about the computer onboard the starship Enterprise is that it has no printers. Virtually all of the input/output is sound and visual imagery. I have absolutely no doubt that the role of printed paper output in computing will eventually diminish to the point of zero, and that a powerful trend is already moving in that direction.

Silicon Graphics recently introduced a $4,995 computer named the "Indy," which is as prescient as the original Macintosh was in its day. The base price includes 16mb of DRAM, a 15" monitor, a CD-ROM drive, an image capture board, SCSI-2, Ethernet and ISDN networking hardware, a DSP and 16-bit audio, and a video camera. The CPU is a 64-bit RISC with 100 mhz clock speed, with 64-bit data and memory buses. Though primarily designed as a graphics/audio workstation, this thing can do LAN video teleconferencing and video E-mail right out of the box! It has sufficient speed and bandwidth to process full screen, full color, full motion video with sound and record it to disc in real time. While SGI has never been known for selling cheap computers, the price of this machine is as amazing as its features. Unfortunately, no games or genealogy programs for this computer have been announced.

Some have said they would buy a Falcon030 if only it had a separate keyboard. What I want is an Atari priced computer that performs like the SGI Indy, and don't care much about where they put the keyboard.

The State of the State The PC clone industry is in an ever worsening state of disarray. Cut throat price competition is driving the manufacturers out of business, while the profits of Microsoft and Intel continue to soar. The myth of compatibility is becoming a joke; is it going to be "Industry Standard" architecture, EISA, MCA, VESA local bus, or Intel's new PCI? This is a particularly daunting question since none of them address the needs of future RISC processors, or even the Pentium for that matter. IBM's attempt at leadership by introducing the 32-bit Microchannel (MCA) bus was rejected by the industry because nobody wanted to pay the licensing fee. Consequently, the main appeal of of clones, standardization, has been replaced by a chaotic competition for dominance among a group of inferior system bus designs.

Personally I think the inadequacy of Intel's chip designs, the confusion among bus standards, and the shrinking profitability of producing clones make the whole PC industry ripe for a shakeout and a turn in direction. In other words, a window of opportunity has opened.

After suffering from its agreements with both Microsoft and Intel, IBM has severed its ties with both companies and is headed into direct competition with them. Their OS/2 operating system competes directly with Microsoft's Windows and Window NT. The 64-bit RISC PowerPC chip competes directly with Intel's future offerings. Even PC-DOS versions higher than 6.0 are coded exclusively by IBM. IBM's alliance with Motorola to produce CPU chips, and their joint project with Apple to create the Taligent "Pink" operating system of the future clearly indicates they intend to challenge the Microsoft/Intel dominated status quo.

Even though IBM is still the largest and richest manufacture of personal computers, they learned from the industry-wide rejection of MCA that even they aren't big enough to change standards by themselves. Consequently they seem to have joined forces with Apple, their largest competitor, to develop technology which can sucessfully compete with the Microsoft/Intel dominated clone industry.

The Macintosh never appealed to anything more than a niche market, that being people who wanted to run graphics oriented applications on a computer that was easy to use. The Atari ST and Amiga were competing for an even smaller niche within this same market. The wide public acceptance of Windows 3.0 erased any large distinctions between a PC clone and the Mac/ST/Amiga, and market shares were adjusted accordingly. Apple saw the handwriting on the wall, and recognized that they could not profitably compete for long with a Windows/Soundblaster equipped clone. Apple's only means of survival was to join forces with IBM to challenge the clone makers with different and better technology. I suspect the message read by Atari and Commodore was essentially the same.

The PowerPC chip will be produced by Motorla. Due to Apple's influence, it will be backward compatible with the MC680X0 series chips. It will also use microcode allowing it to emulate the Intel 80X86 chips. Consequently, it can run OS/2 and the Mac OS in addition to the Taligent OS whenever it arrives. But for the PowerPC to take market share away from the Intel CPU based clone industry, IBM will need the support of as many other manufacturers as they can get. As with Apple, I think Atari's only hope for survival as a computer maker lies along this same path. If the PowerPC can run the Mac OS, it can surely handle Multi-TOS as well. Perhaps this is what Atari's TOS 5.0 is all about.

Now, back to the SGI Indy. It's graphics subsystem is based on 2 proprietary AISC chips, which process pixels, polygons and triangles at about the same rate as the Atari Jaguar. On a cost production basis, I think the Jaguar has the edge because it incorporates a DSP within the basic chipset where the SGI Indy uses a separate Motorola DSP.

Is it within Atari's means to produce a computer like the SGI Indy, but at a lower cost? Motorola and IBM would benefit if they did. I think market conditions will force Atari to do exactly this, and they have no other choice except to get out of the computer business altogether.

I think that now is exactly the wrong time to jump ship and buy either a PC clone or a Macintosh. In a few more months, the PowerPC will obsolete your purchase - and Atari may have one of the first computers on the market that makes use of this new RISC CPU. Anyone who is still developing for TOS is probably short-sighted if their software is not Multi-TOS compatible, because this is the bridge between the existing user base and the Atari computers of the future.

[EOA]
[ROO]////////////////////////////
THE READING ROOM /
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The Internet Complete Reference
""""""""""""""""""""""""""""""""""

Reviewed for Newsbytes by: John McCormick, 12/17/93

~ Review of - The Internet Complete Reference 12/17/93 ~

From: Osborne McGraw-Hill, Blue Ridge Summit, PA 17294-0701. 800-722-4726.
Written by: Harley Hahn & Rick 1994, Osborne McGraw-Hill, ISBN 0-07-881980-6.
Price: $29.95
PUMA Rating: 4 on a scale 1=lowest to 4=highest

Summary: The essential introduction to the Internet, this book covers everything you need to get started exploring this vast resource.

REVIEW Do you want access to millions of thoughtful, well-educated people? How about a few good vegetarian recipes or information about the latest advances in cold fusion research? All this, and literally millions of other pieces of information are freely available on the Internet - all you have to do is locate what you want and that is just what this book promises to show you how to do.

Ever wonder what Archie, Jughead, and Veronica are doing these days? Well they are on the Internet, ready to help you find what you need and this book will show you how to use them and dozens of other critical Internet tools.

"The Internet is, by far, the greatest and most significant achievement in the history of mankind," so begins this book which promises to provide all you need to learn to navigate the vast Internet, but is the statement mere hyperbole and is this really a "complete reference" as the publisher claims?

My answer to both is a qualified yes.

If, as I do and the authors apparently do, you see the exchange of knowledge as the most important aspect of society, that which separates human beings from mere biological organisms, then you will agree that Internet is a milestone, every bit as important as Gutenberg's invention and quite possibly an even more seminal event.

Of course some cultures ranging from TV network executives to many Eastern religions, and the vast majority of US high school students, do not see knowledge as very important so they would of course disagree but, as I feel certain Mr. Hahn would say, "Who cares about sharing ideas with them?"

As for this being a "complete reference," I feel that this book does qualify for that designation despite the fact that it barely touches on the contents of the Internet.

You see, no one really understands all of the Internet or knows what is on this international network which connects several million computers and local area networks (another thing no one knows is just how many computers are connected to the Internet).

But despite the fact that this book provides a vast amount of information about how to use the Internet and even what you can find there, the authors don't even pretend to cover more than a tiny part of what is

out there, all they promise to do is provide you with the tools needed to go forth and explore the Internet on your own.

This promise they have kept - read this book and you will understand enough about the Internet to begin what will be a lifetime's exploration.

Starting with the basics, the authors explain what the Internet is, explain how to connect to it, how to interpret Internet addresses, and how to send and receive e-mail.

More advanced, but essential topics include how to connect to remote computers, what the Usenet is, how to use the four major Newsreaders with tips on how to decide which is best for you, what an Anonymous FTP does, how Archie locates files for you, uploading and downloading Internet files on PCs and Macs, and what Gopher has to do with Veronica and Jughead.

All of those are basic essentials for using Internet resources, but this book also covers more advanced topics which many users won't decide to use at first. These include strategies for tracking down a lost friend's address, Wais, the Web, and Mailing Lists.

As you may have suspected, that there is just so much in the Internet that the biggest problem with using it is locating what you want. That is where this book really shines - explaining how to find just those files or ideas you are looking for.

This book isn't for complete computer novices, but if you know how to connect a modem and log on to a BBS or even a commercial system like GEnie or CompuServe, you are ready to tackle the Internet with the help of this impressive guide and reference.

An important part of this document is the massive guide to Internet services which will show beginners and experienced users alike just where to start looking for interesting items. The guide fills hundreds of pages but still only skims the surface of what exists on the entire Internet because it can only include the organized groups and much of the power of the Internet comes from the fact that not everything is organized.

Appendices tell you where to gain access to the Internet and the book even includes a coupon offering a month's free access to the net.

Of special interest to some Newsbytes readers is the fact that we are also on the Internet and available at any subscriber location which subscribes to the Clarinet news service. Unlike Usenet which carries discussions and lots of useful current information, Clarinet carries actual news from a number of sources.

Perhaps the most comforting advice provided by this book is the assurance that, although some knowledge of Unix can be very helpful, it is by no means necessary for anyone wishing to join this international information-sharing network.

(John McCormick/19931215/Press Contact: Lisa Kissinger, McGraw- Hill, 717-794-2191)

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[EOA]
[PER]////////////////////////////
PERSPECTIVES /
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by Richard Brown
[R.BROWN30]

~ How My Dead Computer Found A New Life ~
~ or, Great Things Still Happen in Atari-Land ~

Doomsayers
""""""""""

Perhaps you know what it is to have a peanut gallery. You know, one, two, or more people who like your company (or need a life) so much that they invade your business, home, or apartment with such regularity that you either feel surrounded or that you have your own, private entourage. I call mine a "peanut gallery."

Peanut galleries consider it their duty to pass judgment or at least offer opinions on everything within range of their senses. Unfortunately, my peanut gallery includes one ex-Atari-born-again-IBM dealer who tries very hard to be the "king of the doomsayers."

Here's a guy who told a friend of mine at the Glendale Show to sell his Atari stock before he lost his shirt. Since Glendale, Atari stock rose another 300%, at which point many who bought into Atari this year sold their stock. Why not? The stock had risen about 2,400% since January. The price had leveled somewhat. Profit taking was inevitable.

Apart from my dealer friend's sage stock tips, he still believes the Jaguar is vaporware, even after it appeared in USA Today, our national newspaper. In full color, no less. He even knows people who have played with it at his beloved IBM's booth at Comdex. I've even showed him remarks from actual owners captured on GEnie. Funny thing about vaporware.

So, with the unwitting minions of DOS and Windows in my peanut gallery, contempt for my Atari naturally follows. Each new software purchase comes with a tirade about "wasted money on a dead machine."

Atari Works, Studio Photo, That's Write 3, Speedo GDOS, all of them wastes of money, or so I'm told. Over and over and over.

As a screenwriter, I tell my peanut gallery that old fashioned as it may sound, movie scripts are done in Pica ten point. Period. That's standard format. I ask them what IBM product will improve my DeskJet's resident Pica font?

"None, but..."

Not so fast: what IBM program has the look, the feel, and equals or surpasses the ease of use of DOS's Microsoft Works with its all-in-one word processor, spreadsheet, and database, plus the font quality of Adobe Type Manager, oh, that can run on a machine _without_ a hard drive.

None?

Please, Keep Your Machine!

My peanut gallery can keep their IBM's. Although there are a few somewhat notable exceptions, especially on a few $25,000 to $42,000 systems that I've actually found impressive, most things DOS and all things Microsoft have too much of that "written by committee" appeal. There is no earthly reason a word processor should require 10-15 megs of hard drive space. Word for Windows has yet to improve my peanut gallery's communication skills. Not to mention that I can easily duplicate everything they've ever done in that program on my TT.

And now that MultiTos is a reality, my peanut gallery scoffs and speaks of the wonders of Windows NT. This program straps on a cumbersome sophistication to the comically inadequate DOS operating system at an expense of 70-90 megabytes of hard drive space. Clunky coding to say the least, and to fix an embarrassing OS that never dreamed of a graphical interface except as an afterthought, a snooty - way down the road - only because Apple grabbed its market share -- afterthought.

Take away a DOS clone's hard drive, and, just like the Mac, it is no more than scrap metal, unlike even the original ST, designed from the ground up to be a GEM of a system.

Perhaps I'm a little rough on the cloners. There are a few things to be glad about when it comes to those "other" systems. I think some hat tipping might even be in order.

Other's Misfortunes

We can all thank the explosion of poorly coded software in the DOS world for forcing down the price of hard drives. With an inexpensive ICD host adapter, we Atarians can have our cake and eat it too. The advent of solid virtual memory systems, such as the one inherent in Calamus, for example, and through other TSR type software, means that these big cheap hard drives can give most ST's the added punch that one or two hundred megs of extra RAM can provide. I watched an old Mega 4 spit out a color PageStream document to a color Deskjet wherein the color imagery boosted the document size by 12 megs. The range of possibilities with virtual memory make even an old Mega a very impressive thing to see.

Recent Developments

Still, my peanut gallery tells me my TT is dead, so I ponder over some recent developments that have closed my ears to such nonsense.

Like Atari Works.

You know, the bezier technology, Speedo GDOS supercharged, extremely user friendly, all-in-one WYSIWYG word processor, spreadsheet, and database that few end users will find incapable of meeting their day to day needs. Not to mention an end product quality that's world class.

Speedo GDOS brings up that up-to-now dreaded term "GDOS" again, but this time around there is no weakness to be found. The once upon a time woes of GDOS have suddenly given way to cries of "I told you so." The term "Speedo" refers to a licensing agreement between Atari and Bitstream, one of the world's largest and most respected font foundries. Speedo is Bitstream's latest font format, and the technology involved is no Edsel.

It occurs to me that Word Perfect, the DOS icon that heralded itself as the No. 1 word processor in the world at the last Comdex show, yes _that_ Word Perfect, at the same time heralded its Bitstream Speedo compatibility as something new and desirable in late 1993. Funny a dead computer like my TT finds itself on the cutting edge.

As a Speedo GDOS user, I like being able to stop by Egghead Software or other "mainstream PC" retailers to pick up fonts for my Atari. _The Word Perfect Six.O Font Pack_ from Bitstream supplies Atari Speedo GDOS and That's Write 3 Users with about 50 high quality, genuine foundry fonts that more than approximate their PostScript alter egos. Just like PostScript fonts, Speedo's scalable bezier technology looks great at any size.

Compo, with its extraordinary That's Write 3, also makes use of Speedo fonts, but, just like Word Perfect 6.0, incorporates this support in the program itself. That's Write does not even require Speedo GDOS to offer Bitstream's huge advantages of font display and printout quality. I suppose it's a bit amusing. That's Write 3 incorporates the same forward thinking as IBM's Word Perfect 6.0. Hasn't Compo heard? Atari is pushing up the daisies, isn't it?

With Bitstream Speedo fonts, whether used in That's Write or a Speedo GDOS compatible program like Works, printed material from an Atari computer is indistinguishable from that of a Mac or IBM, and no laser printer is needed to accomplish the feat.

Atari Works and That's Write 3 have decreased my PageStream use immensely, as now I can have DTP quality fonts, in a wide selection, printing from two extremely fast word processors. Parity, if not superiority over the DOS and Mac environments has been a long time coming outside of the DTP domain. It's here now, and will stay that way. As a result, Atarians can rest a little easier over the fate of their machines.

Regarding these two programs, That's Write 3 is far and away the powerhouse of the two when it comes to word processing. I use That's Write for screenwriting because of its unbeatable macro and instruction capabilities, so powerful that you think you might a way to have it make your morning coffee.

Atari Works, on the other hand, is truly ideal for mail merge purposes. Although That's Write has it's own, very powerful mail merge capability, I've never seen any program handle sophisticated mail merges as easily as Works, which seamlessly integrates its database and word processor. Furthermore, Works' database easily coexists with CardFile from Gribnif, which many users already employ for personal productivity. The "type it once" philosophy that I like to follow is beautifully supported by Atari Works, which, although a simplified subset of That's Write's seemingly unlimited features, can hold its own for many common purposes and has a less "layered" feel and therefor a bit faster for simpler jobs.

Of course, to be fair, it's possible to have NINE different projects online simultaneously in That's Write 3. With a bit more set-up time, if only due to the immense range of possibilities offered, you could be custom tailored to meet any and all needs all the time. It could be the beginning of a new philosophy: "set-up once, use mostly."

About Calligrapher... A word is due to Calligrapher, a program I bought

""""""""""""""""""""""" prior to either That's Write 3 or Atari Works. Calligrapher could be the most ambitious of all three offerings with its extremely impressive "pak" approach to powerful modules that work with a powerful main program to do some pretty amazing things.

Unfortunately, Calligrapher abandoned Speedo GDOS, apparently as if the software designers were unaware that it was coming to market. Like That's Write 3, Calligrapher employs internal routines that negate the need for Speedo GDOS, but, unlike That's Write 3, Calligrapher uses it's own font system based on straight lines, not beziers, and, barring limited PostScript printer font substitution, it will never live up to the standards of Bitstream's Speedo technology.

In working with Calligrapher, the first thing I did after sending away for the "key" disk allowing proper hard drive installation, was to test print the supplied fonts on my DeskJet 500C. In a basic test of printing a test phrase in 8, 10, 12, 18, 24, 36, 48, 64, 72, and 96 point type, the printout was all I needed to see. Calligrapher doesn't scale fonts so that they appear to be the same outline from size to size. Various imperfections cropped up, different ones at different locations in different sizes, especially noticed in the larger point sizes.

In itself, poor scaling is not a problem if the smaller point sizes, those used in common body text, are adequate. Testing again with blocks of body text, Calligrapher shows further problems. The Times-Roman equivalent never prints in a Roman weight, but rather appears to be between demi and bold in weight. Compounding this problem, few of Calligrapher's available fonts are suitable for serious body copy, and they are rather expensive. The Word Perfect Six.O font pack comprises so many useful fonts that it eclipses the bulk of Calligrapher's offerings at a fraction of the price when considering the cost per font.

Summing up my test of body text, the weights, for me, are simply unacceptable off the DeskJet, and certainly won't pass muster against Atari Works, That's Write, or anything DOS Windows with TrueType produces. As a result, it doesn't matter that Calligrapher can do things most word processors would never dream of doing. The printout quality is substandard with differing outline shapes, lack of Roman weights, and limited font variety.

Unplanned future alignment with Speedo GDOS would turn things around for Calligrapher, but until such an upgrade, I've cleared it from my hard drive. It's not that I bear ill-will for this program. I simply have, for years, been very attuned to font systems and font quality, and, with my associates in the DTP field, have owned everything from 300 to 3,000 dpi PostScript devices in both laser printers and imagesetters. I know fonts and output quality. I just think printers like the DeskJet and Bubblejet (I travel with my BJ-10e) should perform with excellence because, in general, they do on other platforms.

Other people have found programs like Atari Works and the new Speedo GDOS just as impressive as I have. Michael Hebert, an Atari Works guru active on GEnie and CompuServe, has produced one of the first independently produced manuals I've ever seen for any Atari program. He calls it "Papa's Grafik Guide to AtariWorks (TM) Word Processor."

"Papa's Grafik Guide" is a must-have addition to any Atari Works user's
"""""""""""""""""""""" library. 102 letter size pages with its well laid

out contents pages and forward, this book is just what it says: a graphic approach to a program manual. Filled with exceptional screen shots and illustrations, the book itself was produced in Atari Works, as Michael says, as "an experiment" in pushing the envelope of his Atari Works experience.

Not only does Michael Hebert prove his mastery of Atari Works' Word Processor, but in addition, he provides an overview of nearly a dozen associated programs, some of which are available as GEnie downloads (and, he gives you the file numbers) to advise you on getting your most out of Atari Works. If you are not a GEnie subscriber, Michael will send you copies of all the GEnie programs he recommends for $6.00.

I'd strongly advise the curious to buy the book to see Atari Works in action, dealers to stock some copies because it will be an automatic sale to an Atari Works buyer, and current Atari Works users to do themselves a favor and buy it because it's not only terrific, highly informative stuff, but something we should see more of on the Atari platform. Michael is planning further books on Atari Works' Database and Spreadsheet. Support his efforts and stand by your ST/TT/Falcon!

Nothing is more annoying than finding three hundred books averaging 500 pages books about every last DOS program sitting on a bookstore's shelves without a single word about Atari, save for a 680x0 machine language reference book aimed primarily at the Mac.

Oh, there you go. I've said it. 500 page DOS manuals. In small type. Michael Hebert does the same job in 20% of the page count, with bigger type. If this isn't telling you something about user friendliness...

You can buy "Papa's Grafik Guide to AtariWorks Word Processor" from:

Michael Hebert

Papa's Grafik Press
1228 North School Street
Honolulu, HI 96817

The list price is $16.95 without shipping and handling.

I'd suggest contacting Michael Hebert on GEnie through electronic mail at M.Hebert1 or on CompuServe at 70640,3556 to discuss your order.

Well, enough with the soap box for now. There's more to come, to be sure.

[EOA]
[MIN]//////////////////////////////
MINI_BYTES /
//////////////////////////////
3 on 1: TLC Utilities
""""""""""""""""""""""""
By John E. Gniewkowski
[GENIELAMP.ST]

Program Name	:	TLC Attributer, Formatter, & ReNameIt!
Filename	:	TLC_ATTR.ZIP, TLC_FORM.ZIP, RENAME15.ZIP
Library Area	:	2
Program Number	:	31104, 31102, 31100
File Size	:	31104, 22656, 40704
Program Type	:	System Utilities
Author	:	Tom Hayslett
Version Reviewed	:	3.0, 3.02, 1.5
File Type	:	Shareware ($10 for TLC & $5 for ReNameIt!)

[Note: I think Tom should get a prize for having the only file whose file number exactly equals the file size!]

[*][*][*]

FROM THE AUTHOR """""""""""""""" This is ReNameIt!, a program that renames files, folders, and volume labels, using upper case, lower case, and extended characters. It works as a program, accessory, TTP, or CLI program, on any ST, STe, or TT, with any hard drive, in any resolution. It also takes advantage of special capabilities of NeoDesk and TOS 2.

TLC Attributor - Allows renaming volume labels, files, changing files attributes (read only, hidden, system, etc). Runs as a program or accessory in all but low resolution. Allows setting the fast load bit as well as updating the date/time stamp on files. It also allows deletion of those pesky files TOS won't delete at times.

TLC Formatter - Accessory/program to format 3.5" disks in 80-82 tracks, 9 or 10 sectors per track. FaST option reads and writes faster than 'twisted' or 'skewed' formats and is 100% compatible with all ST programs. All formats are MS DOS 5.x and DR DOS 6.x compatible, in fact, FaST formatted disks read and write twice as fast on the messy dos systems! Formats backwards and allows aborting to cover mistakes. Supports multiple automatic drive switching and detects presence of a HD 3.5" disk (yes, it does FaST tricks to them also!)

[*][*][*]

MINI_BYTE BY RICHARD [2.5 Lamps] """""""""""""""""""""""""""""""" RENAME15 is a useful desk accessory allowing the inclusion of special characters as well as lower case characters in the renaming of files. Modified filenames appear correctly when viewed on the desktop or in programs like Maxifile. It delivers as promised.

TLC_ATTR, on the other hand, is a desk accessory that intends to provide the user the facilities to set all manners of attritubes in a file. Unfortunately, TLC_ATTR has a 100% repeatable bug the causes a system crash upon changing from one partition to another. Unlike RENAME15, TLC_ATTR does not deliver as promised, and vaguely seems an attempt to usurp Maxifile with only a tiny subset of the "other" program's well-known power.

RENAME15 would rate a bit higher, if taken individually, but, together with TLC, the two average about two and a half lamps on our five lamp scale.

MINI_BYTE BY TERRY [5 Lamps]
"""""""""""""""""""""""""""""

Serious Software is a small shareware company which puts out the TLC series of utilities for the ST. Without exception, all of these programs are bug free, easy to use and effective. Since Tom Hayslett is currently only asking $10 to register them, if you use them at all (as I do), you definitely should register them.

While reviewing all of these excellent programs is a bit much for a minibyte review, a couple of them are definitely work a look. For example, the TLC Attributer is a small program which will allow you to examine and change the attributes of any file in your system. While this has the potential to cause a great deal of trouble, anybody who has wrestled with the MS/DOS equivalent of this program will appreciate the elegant programming that went into this one. ReNameIt! is another program in this set which doesn't look like much but will enable you to rename any file to be anything else. What is really interesting about this one is that it is intentionally designed to let you put "illegal" characters into file names including symbols. If you wondered where some of the peculiar names of these programs came from, this is the reason. Again, not everyones cup of tea but really handy if you need it. Finally, if you are looking for a "bomb proof" formatter which supports high density, the TLC Formatter is just the thing. Small, reliable and easy to use, this is about as good a program for this sort of thing as you can get.

As you can tell, I like these programs and definitely feel they are a steal at their current registration price. 5 lamps and well worth it!

MINI_BYTE BY JOHN [3 Lamps]
"""""""""""""""""""""""""""

Tom Hayslett has recently arrived back in the Atari computing scene and is welcomed with open arms. His excellent programming abilities are well represented in his uploaded suite of TLC utilities. Since there is such a large selection we have decided to concentrate on a few of his available titles.

I had two problems with the TLC Attributer. First it switched my color pallet to a series of light greys and blues, in other words I couldn't read a darned thing that was going on. In the accessory version it restored my colors, while running it as a program left me with a barely readable desktop (greys and whites). The second problem was that it bombed whenever I tried to change folders. Two dialog boxes came up, but since they were all in grey, I couldn't see what they were saying. This was frustrating because the program looked promising.

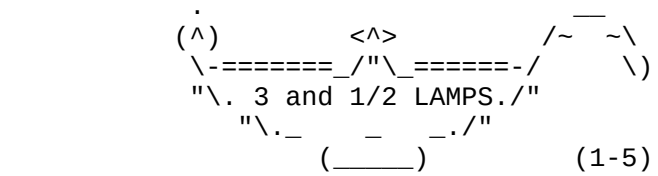
I had the same color problems with the TLC Formatter but it worked as advertised. Formatting backwards will insure the very last thing to be destroyed is the FAT and directory, so if you decide at the last minute you need that fruit cake recipe, you can hit escape and, hopefully, those tracks hadn't been hit yet. MD-DOS and Fast formats are supported so if you're not using NeoDesk this is a good alternative for flexible disk formatting.

ReNameIt! ran flawlessly on my system, and came in handy creating volume names on some disks I had just formatted. For those of you who appreciate the ability to name your files with ANY characters, this utility will come in handy.

On the whole, I give this three lamps. The color problem and inability to run TLC Attributer contributed to a somewhat lower score than I would have like to give.

GEnie LAMP MINI_BYTE'S RATING
"""""""""""""""""""""""""""""""

RICHARD	2.5
TERRY	5
JOHN	3
	""""
MINI_BYTE SCORE	3.5



MINI_BYTES RATING SYSTEM
""""""""""""""""""""""""""""

1 LAMP.....A marginal download
2 LAMPS.....Gets the job done
3 LAMPS.....Good execution, stable program
4 LAMPS.....Innovative or feature rich, take a look!
5 LAMPS.....What? You haven't downloaded this program YET?

If all three reviewers give the program a "5 LAMP" rating, it will receive the ~ A GEnie Lamp Excellence Award! ~

>>> REVIEWER PROFILES <<<
""""""""""""""""""""""""""""

JOHN G.....uses his Mega STe to improve computing at a large USAF squadron in Washington, DC Desktop publishing, spreadsheets and Database work take up most of his CPU cycles.

RICHARD....uses the ST as a full-time professional platform, emphasizing word processing, spreadsheet, DTP, graphics applications, and a host of utilities/accessories for all exigencies.

TERRY......Uses mostly Wordwriter ST, Aladdin, and ST_Talk Professional. He writes a lot and is very hard to please. Loves sticking pins in sacred cows (both computer and political). He rarely has time for games (either the enjoyable kind or Bureaucrap!)

[EOA]
[FRA]//////////////////////////////
FRACTAL GRAPHICS /
//////////////////////////////

[*]Fractal Mainia on Your Atari

By Bob Coleman
[R.COLEMAN24]

What's a Fractal, anyway? "Excuse me young lady, I'm taking a survey to learn what people think the word 'fractal' means." "Could you please give me your definition?" "Oh, isn't it that new breakfast cereal they've been advertising?" "Yep, I think that's it!"

"How about you sir, what does fractal mean?" "Why...it's that new rollercoaster ride at Great America." "You know, the one they call the 'Wild Fractal'...really shakes you up."

"And you there sir, what so you think the word means?" "Hey man, you're talk'in dangerous stuff. The Feds are really into fractals. It's like modern day alchemy. They've got these Cray computers go'in 24 hours a day, search'in for equations to control Chaos and rule the world. This is really heavy man. If they unlock the secret of Chaos, it's all over for us. Like Armaggedon, man!"

Well, as you can see, definitions will vary. However, I do not think Benoit Mandelbrot, a French mathematician and the 'father of modern fractal theory', ever expects fractals to hold the secret to some earthly cataclysm.

So what does all of this excitement over fractals mean to you, the computer hobbiest and aspiring artist? Mandelbrot and his successors demonstrated that there is something called 'self-similarity' in the way objects take on their form in the natural world. The vast majority of objects in nature defy definition in terms of simple circles and squares. If you look at them close up they exhibit re-occurring patterns, but on a smaller and smaller scale. For example, a branch on a tree has a similar structure to the whole tree. Likewise, a twig has much in common with the shape of the branch. Fractal programs allow you to explore these properties. Using simple algothrithms, you can generate clouds, trees, mountains, coast lines, planet surfaces and beautifully colored patterns.

The word 'fractal' was coined by Mandelbrot in his book, The Fractal Geometry of Nature. The name comes from the Latin 'fractua', which means 'irregular'. In 1980, Mandelbrot was doing some mathematical problem solving as a research fellow at IBM's Watson Resarch Center in New York. He was using a computer to explore an algebraic expression that exhibited an interesting pattern of self-similarity. Rather than bore you with a lengthy explanation of its structure and derivation, the final result was an oddly shaped, colored pattern that has been coined the 'Mandelbrot Set'.

Fractal numbers have unusual qualities. If you magnify a small area of the Mandelbrot Set on your computer, you will discover minute imperfect replicas of the larger Mandelbrot Set. If you increase the magnification even more, you notice additional tiny, associated replicas, and so on, ad infinitum. The magnification you can attain is limited only by your computer's number crunching ability. This precision lets you examine the Mandelbrot Set in greater detail than an electron microscope can examine matter. I like to use this analogy. An electron microscope can produce a photo of an object enlarged roughly 1 million times. You need a magnification between 300,000-400,000 times to resolve the facets on the

surface of the poliomelitis virus. If your Atari computer were a microscope, it's magnification ability would allow you to examine the atoms making up those facets!

Fractals on the Atari """""""""""""""""""""""" Right here, in your own Atari ST Roundtable Library are at least a dozen great fractal programs to explore and enjoy. Many of these programs allow you to save your creations in Degas Elite or Neochrome format, and import them into paint programs for further rendering and manipulation. These pictures can make great screen backgrounds or title screens for video productions and multimedia use. If you have a color printer, you can produce beautiful colored pattern, suitable for framing or applying to T-shirts. All you need is a little imagination and your Atari computer. I have included a few examples of fractal generated pictures to give you an idea of what is possible.

Here is a list to get you started:

#20556 FRACSURF.LZH """""""""""""""""""""""" Allows you to create beautiful 3-dimensional landscapes with mountains, lakes, and oceans. You can zoom in on features and rotate your point of view. Save in PI1 format.

#20555 FPLANET.LZH """""""""""""""""""""""" Makes fractal surfaces on a planet in three different views and sizes. It also creates a topographic colored map. nice options and save features.

#12943 MOUNTAIN.LZH """""""""""""""""""""""" A great mountain and landscape generating program. Allows you to change the screen palette colors to create wonderful off-world landscapes.

#5706 FZOOM61.ARC """""""""""""""""""""""" A nice Mandelbrot program with lots of options and a preview mode to see a mini-picture before you decide to create a full-screen reproduction.

One fractal program deserves special mention. It is called Fractal Engine 3, by Daniel Grace and Mike Harris. It is one of the most interesting and versatile programs I have come across. It allows you to generate many fractal shapes and color palettes. What is more, it can turn your picture into a 3-dimensional landscape!! You can create spheres and cover their surface with a fractal design and place them in the background as planets. There is a cloud generating function, as well as a mountain generator.

This copyrighted program is not available in the States. Send a check or money order in the amount of $20.00 to:

Daniel Grace Garden Flat, 20 Bristol Road Lower, Weston-Super-Mare, Avon, BS23 2PW England

Enjoy the world of fractals.

[Editor's Note: See attached COLOR graphics file for low resolution pictures of some stunning fractal graphics!]

```
            ////////////////////////////////// GEnie_QWIK_QUOTE ////
           / "Actually, my favorite light-bulb joke of all time is    /
          / aimed at Microsoft, which seems to set and abandon       /
         / standards without regard to what anyone else is doing.   /
        / It goes like this:                                       /
       /                                                          /
      / How many Microsoft programmers does it take to change a  /
     /      light bulb?                                         /
    /                                                         /
   / Answer: None. They just change the standard to darkness."/
  ////////////////////////////////////////// A.FASOLDT  ///
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[EOA]
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"""""""""""""""""""""""

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RoundTable	Keyword	GEnie Page	RoundTable	Keyword	GEnie Page
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Macintosh	MAC	605	IBM PC	IBMPC	615
Apple II	A2	645	Apple II Dev.	A2PRO	530
Macintosh Dev.	MACPRO	480	Geoworks	GEOWORKS	1050
BBS	BBS	610	CE Software	CESOFTWARE	1005
Mini/Mainframe	MAINFRAME	1145	Windows	(Coming Soon!)	

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GEnieLamp A2	GLA2

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- If you would like to meet us "live" talk to us every Wednesday night in the Digi*Pub Real-Time Conference, 9:00 EDT. M1395;2

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"""""""""""""""""""""""""""""

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//

[EOF]